MSHX

Marvel Super Heroes
Expert Edition

MSH Encyclopedia

Vol I – Characters (A to M)

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Introduction

This has been a huge work, probably the largest part of the entire MSHX project.
It just wouldn't have been possible without the efforts of all the people who submitted one or more characters to the database.

We plan to update this volume on a regular basis. An update containing all new and changed characters will be issued, probably quarterly, and a complete update will be made available when enough individual changes have accumulated.

This volume has been split into multiple parts. At time of writing, these are parts "am" and "nz" – the letters designate the alphabetical range of characters in the book.

Because of the size of this volume, the sheer number of characters, and the amount of history behind each of them, there are bound to be mistakes. If you have any suggestions or comments, feel free to send them in [email address to be added]

Please note, as this is an ongoing development, many entries are incomplete or out of date. However, rather than leave characters out we decided it would be best to give you what information we do have. In addition, a large number of entries are missing additional stats and rules changes from MSHX. You'll notice little "Editorial comments" in square brackets from time to time, indicating areas that require more research. Rather than hide these notes, it seemed best to let everyone know where the known problems are, so you can deal with them if you need to use that character.

All characters will eventually be brought up to date as part of an ongoing effort to produce regular update books. There were also far too many characters submitted for inclusion that could fit into this book (at least, not if we wanted to get it out on time, so we had to draw the line somewhere). Therefore, we've tried to make as good a mix as possible – mutants, aliens, great powers, and (fairly) normal people; from eras past, present, and future.

It's also been just about possible to include a character starting with every letter of the alphabet in this book's range. The next step will be to produce the second half of the volume (characters N-Z), and then to move on to updating the entries to the current day, completing those left half-finished, and adding in some of those that didn't make it into this book.

MSH Encyclopedia Vol I: Characters
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How to Read This Book

Following the letters on the page from left to right, add them together until you hit a space. At this point, remember all letters as a word and start from the beginning to get the next word. When you….
Oh, sorry, you already knew that much? OK, lets start further down then, with the assumption that you already know how to string together words, sentences, and paragraphs.

Character entries are mainly of the same format as you may remember from TSR's *Gamer's Handbook of the Marvel Universe*.

Contacts and Talents entries are either lists of the appropriate type, or are written in plain English. Where the latter type has been used, individual talent and contact names have been written in **Bold** for clarification (and for those of you who just want the stats and don't care to read the full description). We are gradually moving towards the latter type of entry. An asterisk (*) next to a talent means that the person in question has world-class abiltiy in that talent.

Every character has been printed onto a separate sheet (some have even spread onto two or more sheets), so you can detach those you wish to use from the book (or print from the online version) without ruining another character. There are no group entries, except where a number of characters do not usually act as individuals.

Wherever possible, powers and stats are listed on the first page, with history and background info going on the second, to allow those that just want stats to print a single page.

The date listed in the "Author" section is the date the entry was added into the book, not the date of writing or submission.

Abomination

Statistics:

F	EX(20)
A	EX(20)
S	UN(100)
E	UN(100)
R	AM(50)
I	EX(20)
P	IN(40)
Health:	240
Karma:	110
Resources:	FE(2)
Popularity:	-40

Background:

Real Name: Emil Blonsky/Tyrannus
Occupation: As Blonsky: former spy, former first mate of the starship Andromeda, former agent of the Galaxy Master, criminal. As Tyrannus: former ruler of Suberranea, now renegade.
Legal Status: As Blonsky: Citizen of Yugoslavia with no criminal record. As Tyrannus: former citizen of Subterranea, now illegal alien
Identity: Blonsky: Secret. Tyrannus: Publicly known
Place of Birth: Blonsky: Zagreb, Yugoslavia. Tyrannus: Unknown
Marital Status: Blonsky: Single. Tyrannus: Single
Known Relatives: Blonsky: None Tyrannus: None
Base of Operations: Mobile
Past Group Affiliations: Blonsky: Partner of Rhino, member of crew of starship Andromeda, agent of Galaxy Master, agent of Modok. Tyrannus: Member of the Brotherhood of They Who Wield Power
Present Group Affiliation: None

Known Powers:

Body Armor:
Abomination's scaly skin provides Amazing (50) protection against physical and energy attacks.

Resistances:
Unearthly (100) resistance to cold, heat, fire, and disease. Extreme temperatures or lack of oxygen can force him to go into a comalike hibernation state until more hospitable conditions return.

Leaping:
The Abomination has overdeveloped leg muscles which allow him to leap with Class 5000 ability, covering two miles in a single bound.

Mind-Scanning:
Abomination still possesses Tyrannus's ability to probe the thoughts of others with Amazing (50) intensity.

Former Personality:
Before Tyrannus inhabited the Abomination's body, his mind whas that of Emil Blonsky, a Soviet spy whose attributes were as follows: F:RM, A:TY, S:UN, E:MN, R:GD, I:EX, P:TY, Res:FB, Pop:1. Blonsky did not have the Mind Scanning ability.

Talents:

Tyrannus has the Computer, Electonics, and Engineering skills. Blonsky had Detective/Espionage (unavailable to Tyrannus-Abomination)

Contacts:

Tyrannus was leader of the Subterraneans, an underground race. In his long absence, his people have been ruled by the Mole Man. Blonsky had several Russian Military and Political contacts.

Additional Notes:

Role-Playing Notes:

Forced to take on physical form by possessing the original Abomination's body, Tyrannus is dismayed at his new physical form. Unable to restore his previous handsome features, the Abomination now lives only to destroy.

History:

Emil Blonsky became the Abomination through the same process which turned Bruce Banner into the Hulk. This happened when Blonsky unknowingly bombarded himself with an ordinarily fatal dose of gamma radiation, after banner had decided to commit suicide to keep the Hulk (under the Stranger's control) from destroying the human race.

As the Abomination, Blonsky retained his intelligence but could not change back to human form. His strength was initially greater than the Hulk's, but after another dose of radiation (directed by Banner with the cooperation of General Ross, whose daughter had been kidnapped by the Abomination) reduced this level somewhat. After the Abomination's battle with the Hulk, in which the latter destroyed the strength-reducing machinery, the Stranger decided to transport the Abomination to his base on another planet. However, the Abomination was rescued from this place and returned to Earth, whereupon he battled the Hulk (and lost) seceral more times. Later, he was hired by the Galaxy Master; the Hulk defeated them both. Still later, the Abomination was brainwashed by Modok and sent to kill the Hulk, in return for which Modok would take him as a servant. The attack failed, however, and Modok disintegrated the Abomination, who continued to exist as a cloud of free atoms.

Meanwhile, the consciousness of Tyrannus floating in geosynchronous orbit, sensed this cloud and determined to merge with it. The resulting explosion reintegrated the Abomination's body, now inhabited by Tyrannus's consciousness (and still containing that of Blonsky) Through a mental probe of a SHIELD agent, Tyrannus found out about the special nutrient bath which separated the Hulk from Banner. He made some advancements to the formula, and entered the bath under Banner's supervision (persuaded by the kidnapping of Banner's wife).

SHIELD agents attacked during the process, as did the Hulk, and the separation was incomplete. The Abomination was still controlled by Tyrannus; Blonsky's body, inhabited by his consiousness, had been separated from the Abomination. After escaping captivity, the Abomination fought Wonder Man and lost. His current whereabouts are unknown.

It remains to be seen whether Blonsky will die following the separation.

Author:

M. Thomason, Dec 1998

Sources:
GHOTMU - Abomination to Dreadnaught

Absorbing Man

Statistics:

F	EX(20)
A	TY(6)
S	GD(10)
E	EX(20)
R	PR(4)
I	PR(4)
P	TY(6)
Health:	56
Karma:	14
Resources:	PR(4)
Popularity:	-20

Background:

Real Name: Carl "Crusher" Creel
Occupation: Professional Criminal
Legal Status: U.S. Citizen with a Criminal record
Identity: Publicly Known
Place of Birth: New York City
Marital Status: Status
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Agent of Loki, They Who Wield Power, member of Fourth Masters of Evil
Present Group Affiliation: None

Known Powers:

Material and Energy Duplication:
Absorbing Man can take on the properties of any maternal he touches, giving him Strength, Endurance, and Body Armor of rank equal to the material strength of the object touched: his Health is increased if his abilities increase, but does not decline if he absorbs from an object with a material strength rank lower than his normal abilities. The upper limit for the transformation is Unearthly. He can remain in a particular transformation as long as he wishes. If the object touched holds some form of energy (such as a battery or a blast furnace), he absorbs the energy properties as well. Creel is nor hurt by this energy and can tertain it for up to 10 rounds, he can also absorb shapes and sizes from objects: touching a hammer would give him hammer-like fists.

Power Absorption:
Creel can absorb superhuman abilities and powers in the same way he absorbs from inanimate objects. However, he does not absorb the ability to control them, and so cannot perform most power stunts. Unlike Rogue, Creel only copies abilities: he does not steal them.

Life Support:
If parts of his body are severed, the Absorbing Man can reattach them by holding them in place and transforming to human form.

Equipment:

Ball and Chain:
Creel carries a prisoner's ball and chain that transforms as he does if he is holding it. It is made of Remarkable strength material.

Talents:

- Blunt Weapons

Contacts:

Creel has a tenuous contact with the surviving members of the Fourth Masters of Evil

Additional Notes:

Role-Playing Notes:

Creel has never been particularly subtle, taking delight in smashing anything that gets in his way. In combat he will seek out the strongest opponent, absorb his or her power, and continue to attack that opponent. He is currently "romantically" involved with Titania and takes pains to protect her.

History:

While serving time in prison for aggravated assault committed while a member of an extortion racket, Carl "Crusher" Creel was selected by Loki, the Asgardian god of mischief, as his unwitting agent in a scheme against Thor. By adding an enchanted potion composed of rare Asgardian herbs to Creel's drinking water in the prison commissary, Loki granted the brutal convict a bizarre power he hoped would enable him to defeat Thor, the power to absorb the physical properties of anything with which he came in contact. Creel used his new-found power to break free from prison and soon became engaged in battle with Thor. Due to his ability to absorb the properties of Thor's hammer and Thor himself, Creel, now called the Absorbing Man, became one of the strongest mortal foes Thor ever combated.

After his first defeat, the Absorbing Man returned to plague Thor again, and Loki transported him to Asgard where the criminal could be used in his scheme to take over Asgard. But, when the Absorbing Man dared to challenge Odin, lord of the Asgardians, Odin summarily dispatched him into space. Creel eventually managed to return to Earth by hitching a ride on a comet. He soon encountered the Hulk, however, and was defeated while in the process of absorbing the Hulk's power during his transformation to the human Bruce Banner. The Absorbing Man then challenged Thor again and was defeated when he was tricked into turning into water. A short time later, Thor defeated him again by tricking him into absorbing the properties of a cardboard replica of Thor's hammer. Serving a short prison sentence, Creel managed to escape and was contact by They Who Wield Power, a cabal of powerseekers from El Dorado, who hired him to destroy the Hulk. He failed and inadvertently absorbed the properties of glass while falling.

Eventually reassembling the shards of his body, the Absorbing Man decided he was tired of fighting against and losing to superhuman champions. Seeking to flee the country, Creel foolishly took a hostage, thereby bringing the Avengers after him. To escape them he jumbped into the ocean and transformed himself into water. When he finally regained his natural form, his mind was addled from the prolonged intermingling with the ocean and he was paranoically frightened of anyone with superhuman power. A chance battle with the Hulk cured him of his paranoia, however.

Returning to America, he stalked the mutant Dazzler to acquire her light-powers to use against the Avengers. He was defeated, however, by the Dazzler and the Inhuman Black Bolt. He was abducted from prison by the Beyonder to fight in the Secret Wars, after which he was restored to Earth.

Upon his return, Creel was contacted by Baron Zemo II. He and Titania were offered membership in the 4th Masters of Evil. After several independent assignments they were defeated by Ant-Man and the Wasp while trying to kill a critically wounded Thor at a New York Hospital. After spending a period of time in jail, Creel was sent to another dimension by the Thunder God.

Author:

M. Thomason, Dec 1998

Sources:
GHOTMU - Abomination to Dreadnaught

American Eagle

Statistics:

F	RM(30)
A	IN(40)
S	AM(50)
E	IN(40)
R	GD(10)
I	IN(40)
P	GD(10)
Health:	160
Karma:	60
Resources:	TY(6)
Popularity:	6

Background:

Real Name: Jason Strongbow
Occupation: Tribal Leader
Legal Status: U.S. Citizen with no criminal record
Identity: Secret
Place of Birth: Kaibito, Arizona
Marital Status: Single
Known Relatives: Ward (brother, deceased)
Base of Operations: Navaho Reservation, Arizona
Past Group Affiliations: None
Present Group Affiliation: None

Known Powers:

Enhanced Senses:
American Eagle's sight, smell, hearing, and taste have all been raised to Amazing level.

Lightning Speed:
American Eagle has Good speed, allowing him to run 4 areas per round. He can run without tiring as if possessing Monstrous Endurance

Equipment:

Weapon: American Eagle carries a crossbow which fires specially designed bolts. He has 15 bolts, one of which is connected to a 50' line of Remarkable Strength. He can swing up to three areas per round.

The rest are blunt bolts which do 20 points as Throwing Blunt damage. He can fire them up to six areas away.

Talents:

American Eagle has the Bows Weapon Skill, giving him a +1 CS, and Martial Arts E. He speaks fluent Navaho and English, and his reason is considered Excellent when dealing with Navaho lore

Contacts:

American Eagle is the leader of a major Navaho tribe, and is a close friend of Wyatt Wingfoot, who can put him in contact with the Fantastic Four.

Additional Notes:

Role-Playing Notes:

American Eagle is in many ways a traditional American Indian. He has a deep respect for his people's traditions and a strong sense of family.

History:

Jason Strongbow, a representative of the Navaho tribe of Indians, attempted to stop a mining company from excavating a mountain sacred to the tribe by obtaining a court order. Failing in that, he led a peaceful protest group at the mining site. When the night watchman panicked and shot a protester, Strongbow followed him into the mine. There he discovered that the mining company was in league with Klaw, the master of sound, who sought uranium to fortify his sonic powers. He also found his brother Ward, who did not share his ideas of preserving the tribal grounds and soon allowed their argument to erupt into violence. During their fight, Klaw appeared and blasted the brothers with his sonic blaster. The bombardment of sonic energy and the exposure to an unknown isotope of uranium found in the mine combined to mutagenically enhance the strength and senses of the Strongbow brothers. Klaw, who had contracted the mining company to acquire uranium with which he hoped to fortify his powers, fled with his hirelings to the Savage Land in the Antarctic, where Klaw hoped to acquire Vibranium.

Strongbow emerged from the mine and was hailed as a champion of his tribe. Taking the flight of an eagle as an omen, Strongbow fashioned for himself the costumed identity of the American Eagle. Learning that his brother had gone to the Savage Land with the mining company, he set out in pursuit. In the Savage Land, the American Eagle was met by Ka-Zar, the Thing, and Wyatt Wingfoot. The four of them opposed and defeated Klaw and his hirelings. In the course of the battle, Strongbow's brother Ward, who had allied himself with Klaw, was killed by one of the miners' bullets. American Eagle has since returned to his people to be their champion.

Author:

Andrew Goldstein, Dec 1998

Sources:
MU1, Gamer's Handbook of the Marvel Universe.

Anaconda

Statistics:

F	GD(10)
A	GD(10)
S	RM(30)
E	IN(40)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	90
Karma:	26
Resources:	TY(6)
Popularity:	-8

Background:

Real Name:
Blanche "Blondie" Sitznski
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:
Serpent Society

Known Powers:

Constriction:
Anaconda's legs and arms are capable of wrapping around an opponent and constricting. Anaconda receives a +1CS when making Grappling attacks, and inflicts IN (40) damage. Anyone attempting to Escape the Grapple receives a -2CS.

Elongation:
Anaconda can extend her arms and legs up to one-and-a- half times their normal length.

Gills:
Anaconda is equipped with artificial gills that allow her to breathe freely both above and below water.

Body Armor:
Anaconda's skin, toughened to resist ocean depths, provides EX protection from Physical attacks and GD from Energy attacks.

Talents:

None

Contacts:

Sidewinder, Serpent Society

Additional Notes:

Author:

Ty R. States, Dec 1998

Sources:

[History req.]

Role-Playing Notes:

Anaconda is not particularly subtle. In combat she will simply grab an opponent and constrict them into unconsciousness. If given a choice, she will go for the strongest looking male opponent available, as she likes to show off her strength.

History:

Ancient One

Statistics:

F	FE(2)
A	GD(10)
S	FE(2)
E	GD(10)
R	TY(6)
I	MN(75)
P	MN(75) - After Death CL5000
Health:	24
Karma:	156/5081
Resources:	EX(20)
Popularity:	2 to general population, 50 to knowledgable sorcerers

Background:

Real Name: Unknown
Occupation: Former Sorcerer Supreme, former Master of Mystic Arts
Legal Status: Unknown
Identity: Not generally known on Earth
Place of Birth: Karmar-Taj, Tibet
Marital Status: Single
Known Relatives: None
Base of Operations: Kamar-Taj, later a palace in Tibet
Past Group Affiliations: The Ancient Ones
Present Group Affiliation: None

Known Powers:

Magical Ability:
As the Sorcerer Supreme, the Ancient One was able to use any listed Power as a spell, subject to the limitations of Personal, Universal, and Dimensional energy restructions. He uses these abilities at Monstrous level, unless otherwise noted as Power stunts. In addition, the Ancient One regularly used the following spells:

Astral Projection (P) - as power of same name, with Unearthly ability

Dimensional Aperture (D) - Creates an opening into, and permits passage to and from, another stated dimension, with Monstrous ability. Requires a FEAT roll only for unfroendly or hostile dimensions or unwilling travellers.

Eldritch Beams/Bolts (U) As Force or Energy missile weapon, of Incredible power and range.

Levitation(P) - as Power of same name, with Incredible ability

Mesmerism (P) - as Mind Control, at Amazing Rank and Unearthly range.

Shield - Individual (P)- as Personal Force Field, able to repel Magical attacks of Amazing strength and Physical attacks of Excellent strength.

Spell of Silence (U)- Prevents subject of spell from speaking of certain matters or subjects. Only characters of Amazing or greater Psyche may receive a FEAT roll to avoid its effects

Telepathy (P)- as Power of same name, with Unearthly ability

Talents:

The Ancient One has Martial Arts A, which he obtained in his youth. He has the Mystic skills of Trance, Mesmerism & Hypnosis, and Resist Domination. His Reason is considered Monstrous in areas of the Occult.

Contacts:

The Ancient One was the mentor of Dr. Strange and can always rely upon his help. Now that he has achieved a transcendent level of being he is considered friendly with all "good" sources of Dimensional Energy.

Additional Notes:

Role-Playing Notes:

The Ancient One comes across as a brilliant yet inscrutable Oriental sage. Since his death he has returned on occasion to warn Dr. Strange of imminent danger.

History:

The youth who would eventually be called the Ancient One was born over five hundred years ago in Kamar-Taj, a village in the area now known as Tibet. Originally, the youth, like the other villagers, was a peaceful farmer. However, an older fellow villager named Kaluu somehow gained certain magical knowledge, which he shared with the youth. Kaluu and the youth began exploring the secrets of sorcery together, and learned how to harness mystical energy for their own uses. However, their motives were quite different. Kaluu intended to build a vast empire, while the youth wished to use sorcery to benefit his fellow villagers.

For over a year Kaluu organized the men of Kamar-Taj into an army of conquest, while slowly increasing his magical control over the minds of the people of Kamar-Taj so that they became no more than his placid puppets. The youth attempted to warn the villagers about Kaluu, but Kaluu's magic prevented them from heeding him. Kaluu struck the youth from behind with a mystical bolt which paralyzed him. Then Kaluu had his soldiers conquer a neighboring village and reduce its people to slavery. While Kaluu plotted further conquests and the people of Kamar-Taj fell into decadence, the paralyzed youth, whom Kaluu had placed in the public square as an object of ridicule, mentally called upon mystical forces to defeat Kaluu. With Kaluu gone, the youth was freed from his paralysis. Ironically, Kaluu's spell had protected the youth from the full effect of the mystical pestilence: the youth was no longer immortal, but he would now age at a very slow rate, so that he would not reach the end of his life span for five centuries.

Because of the events he had witnessed in Kamar-Taj, the youth left the village in order to devote his life to combatting other evil sorcerers. To this end, the youth sought out an ancient order of sorcerers whose elder members were known as Ancient Ones, and which was dedicated to protecting Earth's people from black magic. The youth continued his mystical studies with them, and rapidly became far more skilled in sorcery than his colleagues. His prowess was so great that he was the first Earth mortal to meet with Eternity, the sentient embodiment of the life forces of the universe, who presented him with the amulet of Agamotto, the Earth dimension's very first sorcerer supreme. Within the last several decades, the Ancient One, who had outlived all the other members of his order, was approached by Baron Karl Mordo of Transylvania, who wished to become his pupil. The Ancient One was nearing the end of his long life and realized that he needed a successor. Although he recognized Mordo's evil ambitions, he also sensed Mordo's talent for sorcery, and he decided that he could at best convert Mordo to the service of good, and at worst keep him in check.

Sometime later, a gifted but some what amoral surgeon, Stephen Strange, sought out the Ancient One to cure his hands, which had been injured in an automobile accident in a way that prevented him from holding his surgeon's tools with the complete steadiness that was necessary to perform surgery. While staying at the Ancient One's palace in the Himalayas, Strange learned that Mordo was plotting against the Ancient One. Mordo placed a spell upon Strange which prevented him from warning the Ancient One about Mordo, but the Ancient One freed Strange of the spell and assured him that he was aware of Mordo's evil nature. Having witnessed the power of good and evil magic in action,Strange found a new, higher pur- pose in life, and became the Ancient One's disciple. Dr. Strange remained with the Ancient One for years, proved to be highly talented in the mystic arts, and eventually became the Ancient One's successor as Sorcerer Supreme. Some years after Doctor Strange had left the Ancient One's palace to return to New York City, the Ancient One and Dr. Strange fought the powerful demon Zom at Stonehenge in Britain, Knowing that he could not long withstand Zom's power at his advanced age, the Ancient One made it appear as if Zom had killed him by fusing his body with one of the Stonehenge monoliths. As he seemed to die, the Ancient claimed to transfer his magical abilities to Dr. Strange; instead, the Ancient One actually activated potential for further magical ability in Dr. Strange that had until then remained latent. Years later, the Ancient One was taken prisoner by the so-called Living Buddha and minor demons called the Shadowmen, all of whom served the extradimensional demon Shuma-Gorath. They ntended to use his waning power to open the way to Earth for the demon. The Ancient One retained enough consciousness to mystically make his own mind the only conduit through which the demon could travel. Knowing that he had long outlived his natural life span, the Ancient One prompted his disciple Dr. Strange to "kill" him by destroying that portion of his mind which constitutes his ego or sense of self. With the Ancient One's brain shut down, Shuma-Gorath was trapped in the dead brain. With his body dead, the Ancient One's astral form was set free and the aged mage willed it to become one with the physical universe.

Author:

M. Thomason (From 1988 GHOTMU - Abomination to Dreadnaught)

[needs converting to MSHX magic rules]

Angel

Statistics:

F	RM(30)
A	IN(40)
S	EX(20)
E	RM(30)
R	GD(10)
I	TY(6)
P	GD(10)
Health:	120
Karma:	26
Resources:	RM(30)
Popularity:	0

Background:

Real Name: Warren Kenneth Worthington III
Occupation: Chairman and Stockholder of Worthington Industries
Legal Status: US Citizen with no criminal record
Identity: Public
Place of Birth: Centerport, Long Island, New York
Marital Status: Single
Known Relatives: Warren K (grandfather, deceased), Warren K. Jr (father, deceased), Kathryn (mother, deceased), Burt (uncle, deceased)
Base of Operations: Unknown
Past Group Affiliations: Former member of X-Men, Champions of Los Angeles, Defenders. Founding member of X-Factor
Present Group Affiliation: None

Known Powers:

Flight:
Warren flies by means of two natural, feathered wings jutting from his shoulders (wingspan of 16 feet). He normally has Excellent Air Speed, but can spring up to Unearth ly Air Speed. If he is flying at maxi mum speed, he must make an Endurance FEAT roll for every round after the second. Failure indicates he is exhausted and must rest for two rounds before continuing at maximum speed.
For the purpose of this power, Warren can rest while flying, but only at a maximum speed of two areas per round. Angel can lift at least 200 pounds in flight; greater weights require a Strength FEAT roll. Angel's ability to maneuver in the air is Amazing; he has defeated many other airborne opponents by outmaneuvering them. The duration of time Angel can stay airborne is difficult to discern, and would depend on headwinds and other weather conditions, but he has been known to fly non-stop for 12 hours. Angel's average cruising altitude is 10,000 feet, but he can ascend to 29,000 feet for a few minutes by making a red Endurance FEAT roll. He can hover in place for hours and never has any difficulty using his hands to operate machinery or attack while he is flying.

Adapted Anatomy:
Angel's whole body (bones, musculature, fat cells, etc) is desigfned for flight and is extremely light. The result is that he suffers much less physical damage when he drops from a great distance (treat as Remarkable body armor when taking a fall). Breathing and seeing normally, even at high altitudes, is never a problem for Angel. His eyesight is as good as many predatory birds, and his ability to spot an object or person is considered Monstrous when he is flying high in the air.

Talents:

Warren gains +2CS to Reason in business matters and also knows Martial Arts B. He gains a +2CS when fighting in aerial combat.

Contacts:

X-Men (just about anyone who has ever been a member), Black Widow, Darkstar, Hercules, Johnny Blaze, Cloud, Gargoyle, Moondragon, Valkyrie.
Many business contacts through Worthington Industries.
Warren is a member of the Hellfire Club (but not a member of the Inner Circle)

Additional Notes:

Role-Playing Notes:

History:

Author:

M. Thomason, Dec 1998

Sources:
GHOTMU#1
MHR1: X-Forces Mutant Update

[needs checking, unfinished, and very outdated]

Annihilus

Statistics:

F	IN(40)
A	IN(40)
S	AM(50)
E	MN(75)
R	RM(30)
I	GD(10)
P	RM(30)
Health:	205
Karma:	70
Resources:	MN(75)
Popularity:	-30

Background:

Real Name: Annihilus
Occupation: Conqurer, Destroyer of Life
Legal Status: Citizen of Anthros, Planet in Sector 17A of the Negative Zone
Identity: Not known to the genral public of Earth
Place of Birth: Planet of Anthros, Negative Zone
Marital Status: Perhaps Inapplicable
Known Relatives: None
Base of Operations: Sector 17A of the Negative Zone
Past Group Affiliations: Partner of Blaastar
Present Group Affiliation: None

Known Powers:

Body Armor:
Annihilus's insectoid hide provides him with Incredible(40) protection from physical or energy attacks.

Flight:
Annihilus can move at Remarkable Speeds (10 areas/ round) in atmospheric conditions. He can move at higher rates (up to Class 1000) in space, using the Cosmic Control Rod

Cosmic Control Rod:
As Annihilus's chief weapon and source of his power, the Cosmic Control Rod allows the wielder to manipulate vast amounts of cosmic energy. With this energy, the wielder may perform various functions:

- The wielder does not age, and is Invulnerable to Disease, Radiation, Heat and Cold. The wielder may increase any one hysical ability to Unearthly rank.
- The wielder may fire bolts of cosmic energy (either Force or Energy) of up to Unearthly Power rank.
- The wielder may manipulate non-organic matter (but not transmute elements) with Unearthly ability.
- If deprived of the Cosmic Control Rod, Annihilus is -3 CS on all FEATS, and in addition begins to age and lose Endurance at a rate of one rank per week

Equipment:

Minions:
As the conqueror of a large section of the Negative Zone, Annihilus commands an army of alien creatures. Typical stats for these minions are: F:RM, A:TY , S:GD, E:PR, R:PR, I:PR, P:PR
These creatures may have claws, wings, and, occasionally, superior powers, though nothing above the Remarkable level. Such minions are often armed with energy pistols which deal Remarkable damage

Talents:

Engineering

Contacts:

None

Additional Notes:

Role-Playing Notes:

Annihilus is driven by two things: a thirst for power and a paranoia of his own death (through theft of the rod). He will go to any lengths to satisfy these two drives. He is haughty and arrogant, and will never acknowledge any being as his equal.

History:

Untold years ago, voyagers from the world Tyanna in the Negative Zone, an extradimensional universe made of antimatter, set forth to seed the barren worlds of the Zone with living organisms that they had bioengineered in the form of spores. One of the Tyannan ships crashed upon the barren volcanic planet Arthros, and the dying voyagers released all of their life spores as their final act.
One of the spores grew into an insectoid being who possessed great intelligence through mutation. This being, who would become known as Annihilus, discovered the Tyannan starship and found within it a knowledge-transference helmet. Annihilus used the helmet to learn the history and the accumulated knowledge of the Tyannans. Using that knowledge, Annihilus increased his strength and intelligence and created the Cosmic Control Rod from the canisters that held the life spores and the technology of the starship. The Cosmic Control Rod not only enabled Annihilus to wield great power, but also extended his life span indefinitely as long possessed it. Annihilus used newly acquired power to become the master of the other life forms that had risen on Arthros from the spores, and soon he set forth to conquer the neighboring worlds in the Negative Zone.
Annihilus was driven by an insane obsession with averting his own death at any cost. In order to prevent his death, Annihilus obsessively guarded his Cosmic Control Rod and sought to destroy any other living being whom he imagined, justifiably or irrationally, of being a possible threat to his existence. In recent years Annihilus formed a partnership with Blaastar, another being of the Negative Zone, who stole his Cosmic Control Rod. As a result, Annihilus's body, which had been prevented from aging for untold years by the Rod, rapidly began to deteriorate. Since them, he has tricked Blastaar and the Fantastic Four into returning the Cosmic Control Rod and remains a threat to all who would journey in the Negative Zone.

Author:

M. Thomason, Dec 1998

Sources:
GHOTMU#1 - Abomination to Dreadnaught

Astronomer, The

Statistics:

F	Gd (10)
A	Ex (20)
S	Rm (30)
E	Am (50)
R	Am (50)
I	Sh Y (200)
P	Un (100)
Health:	110
Karma:	350
Resources:	Am (50)
Popularity:	Shift 0

Background:

Real Name: Unrevealed
Occupation: Astronomer
Legal Status: None (alien being)
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Presumed single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation: the Elders of the Universe

Known Powers:

Immortality:
The Astronomer is immortal, thanks to his driving passion to understand the universe and all its phenomena. As such, he can be killed by being brought to 0 Health and Shift 0 Endurance, but he will not DIE. Furthermore, the Grand Master ensured that the Astronomer and his fellow Elders were immune to Death's touch. As such, even if he loses his passion to understand the universe, he cannot die, even if he should want to!

The Power Primordial:
The Astronomer is known to have this Power, at an assumed Unearthly (100) rank, but he hasn't been shown to use it in any particular fashion, other than to teleport, which he can do with power rank range (2.5 billion miles).

Invulnerability to Energy, Disease, Poison, and Aging Effects:
The Astronomer has Class 1000 resistance to these attack forms and phenomena.

Self Sustenance: the Astronomer need not eat, drink, or breathe to continue his existence, though he may do so if he likes.

Telepathy: the Astronomer is assumed to have this power, at least at Feeble (2) rank, making 'verbal' communication in space possible.

Equipment:

Viewing Lens:
This item, worn on the Astronomer's right eye, allows him to see very distant objects, doing so as if he had Class 5k rank telescopic vision.

Wrist Blaster:
The Astronomer has been shown to wear a blaster of some sort on his wrist, which can be used to inflict Unearthly (100) Force damage to opponents.

Talents:

The Astronomer is an undisputed master of **Astronomy**, as well as the fields of **Mathematics, Physics**, and **Chemistry**.

Contacts:

The Astronomer is an Elder of the Universe, and should he need it, he can probably gain aid from the other Elders.

Additional Notes:

Role-Playing Notes:

The Astronomer comes off as an exceptionally haughty and arrogant man, supremely self-confident in his superiority as compared to others, especially in astronomical matters.

History:

Little is known of the Astronomer's past. It is known that, as a mere mortal, the Astronomer was obsessed with learning how the universe operates, and studied it unceasingly. His passion for knowledge staved off the ravages of time, and the Astronomer ceased aging.

Over time, he learned that he was different from others of his kind, and eventually mastered a form of the Power Primordial, the original energies of the universe. He has only demonstrated a small amount of the abilities he can manifest with this power. At any rate, withdrawn from other life forms so he could continue his studies, the Astronomer was eventually contacted by other Elders, who told him what he was.

He then left his astronomical laboratory to join the Elders in their plot to destroy Galactus. In fact, the Astronomer was vital to the Grand Master's plan, with his vast understanding of this universe's metaphysical laws. He told the other Elders that the universe would end should Galactus be killed, and helped them to put the Grand Master's plot into action. Of course, the Elders needed a massive source of power to kill Galactus, and the Elders decided to use the infinity gems.

They collected the six objects of power, using them to attack Galactus without mercy. Thanks to the Silver Surfer and Nova, however, this plan failed. In the resulting aftermath, several of the Elders were flung into a black hole, the Astronomer among them, an accident that transported them to another universe.

As Galactus consumed the Elders that didn't fall in, the Astronomer began to seek out the infinity gems (which fell through the hole with them) alongside the Trader. Shortly after, the two Elders collected the gems, and met the powerful In-Betweener, who the Elders promised to lead to their reality in exchange for his taking them with him.

This being agreed, and the two Elders waited for the Silver Surfer to arrive. Knowing that the Surfer would eventually come to find the infinity gems at Galactus's behest, the Elders waited for him to show, so they could put their plot into motion. The Surfer eventually did so, with Sue and Reed Richards.

These heroes collected the Possessor, also lost in this new reality, and tracked the gems to the Trader. Through lots of maneuverings, the Elders tricked the heroes into taking them to the black hole from which they emerged into this reality. The In-Betweener then manifested, using the dichotomous nature of the black hole (?), and took all involved through to the other side.

When the In-Betweener got to the ailing Galactus (thanks to the Elders he'd recently swallowed), he tried to toss him through the black hole. The other Elders took issue with this, since their brethren were still within the devourer of worlds. As such, the In-Betweener summoned Death itself to kill them. Even though it had vowed not to do so, the In-Betweener's power forced Death's hand (not liking it one bit). As such, the Astronomer is dead. Real dead.

Of course, there's nothing stopping him from being resurrected anew (this is Marvel, people), or being rescued from the realms of death by his fellow Elders (the Grand Master managed it once, after all...).

Author:

Denny Hill, Dec 1998

Modeled from the Astronomer's various appearances.

Avalanche

Statistics:

F	GD(10)
A	GD(10)
S	GD(10)
E	IN(40)
R	GD(10)
I	GD(10)
P	TY(6)
Health:	70
Karma:	26
Resources:	PR(4)
Popularity:	-5

Background:

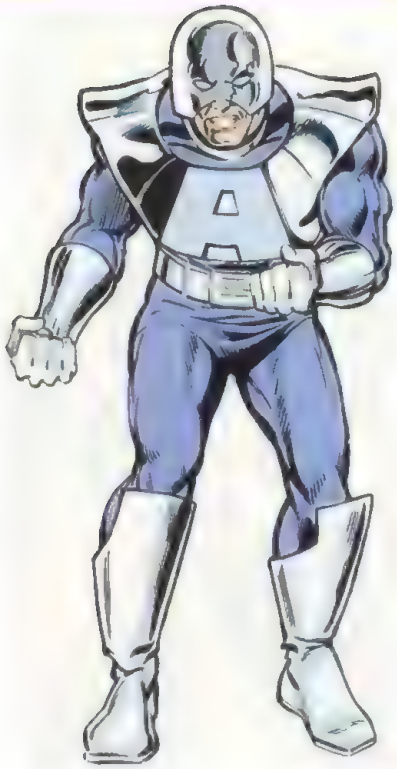
Real Name: Dominic Petros
Occupation: Professional criminal
Legal Status: Naturalized American citizen
Identity: Publicly known
Place of Birth: Crete
Marital Status: Married
Known Relatives: Helen (wife)
Base of Operations: Pentagon
Past Group Affiliations: Brotherhood of Evil Mutants II a.k.a. Freedom Force
Present Group Affiliation: None

Known Powers:

Power:
Disruption: Amazing rank
Vibration: Monstrous rank
Matter Animation: Remarkable rank
Weakness: Powers only affect non-living matter or his own body.

Equipment:

Body Armor: His suit gives him Good protection from physical attacks.



Talents:

Speaks Greek and English.

Contacts:

None

Additional Notes:

Author:

Andrew Goldstein, 1998

Sources:
MU1, Gamer's Handbook to the Marvel Universe.

Role-Playing Notes:

Avalanche is a mercenary and a powerseeker. He is aware of his limitations and will work with others to further his own cause. If he can come up with a scheme that he can pull off alone, he will work solo. He sees his job with the Freedom Force simply as a way of wreaking havoc on a legal basis.

History:

Avalanche's past before Mystique recruited him for the second Brotherhood of Evil Mutants is almost entirely unknow, except for the fact that he is an immigrant from Greece. He first publicly appeared with the Brotherhood when they unsuccessfully attempted to assassinate Senator Robert Kelly during his hearings on the menace that mutants allegedly pose to humanity in general. Avalanche briefly left the Brotherhood to attempt to blackmail the state of California into paying him an enormous sum to prevent him from using his power to trigger a major earthquake there. Avalanche fought the Hulk on this occasion, and suffered serious injury. He has since returned to the Brotherhood. Recently, Mystique offered the Brotherhood's services to the United States government. Their first mission under their new name of Freedom Force was to capture the mutant Magneto. Freedom Force has since disbanded, however.

Balder

Statistics:

F	IN(40)
A	EX(20)
S	AM(50)
E	RM(30)
R	GD(10)
I	EX(20)
P	AM(50)
Health:	140
Karma:	80
Resources:	EX(20)
Popularity:	80

Background:

Real Name: Balder
Occupation: Warrior-God, God of Light
Legal Status: Citizen of Asgard, deceased
Identity: Publicly known
Place of Birth: Asgard
Marital Status: Single
Known Relatives: None
Base of Operations: Asgard
Past Group Affiliations: Gods of Asgard (Aesir), Warriors Three
Present Group Affiliation: None

Known Powers:

Immortality

Regeneration:
CL1000 rank

Self Sustenance:
CL1000 rank

True Invulnerability:
CL1000 rank

Limitations

Balder may be harmed or killed by weapons using mistletoe wood. Mistletoe completely negates his Regeneration and Invulnerability.

Talents:

Balder is an expert swordsman and scholar in Asgardian lore.

Contacts:

Gods of Asgard, Beta Ray Bill

Additional Notes:

Role-Playing Notes:

Balder is an adventurous god who enjoys battleing alongside his friends. This is tempered by his strong sense of responsibility towards friends and Asgardian society. Balder rarely leaves Asgard unless a friend or task requires his aid. Balder is a former lover of Sif but he feels no enmity towards her other lovers, Thor and Beta Ray Bill.

History:

Due to his many heroic deeds over the ages, Balder has long been regarded as Asgard's noblest god and its greatest warrior next to the thunder god Thor, who has long been Balder's closest friend. Balder has been unsuccessfully sought as a lover by the sorceress Karnilla, the Norn Queen.

Because of prophecies that Balder's death would help trigger the coming of Ragnarok, the destruction of Asgard and its inhabitants, Odin, ruler of Asgard, commanded his wife Frigga to make Balder invulnerable to harm. Frigga cast spells that would protect Balder from harm by any living or inanimate thing while he was in the Asgardian dimension. (The legends describe her as extracting promises from all of these things not to harm Balder, as if they were all sentient and capable of speech.) The sole exception was mistletoe. This omission was probably not due to forgetfulness on Frigga's part, since she has not made him invulnerable to harm from mistletoe since his vulnerability to it became known. It is more likely that his vulnerability to mistletoe is a neccesary side effect of the spell making him invulnerable to harm from other things.

Loki, the god of mischief, learned of the prophecies tying Balder's death to the coming of Ragnarok, and also learned of Balder's vulnerability to mistletoe. Seeking to bring about Ragnarok, Loki tricked the blind god Hoder into firing an arrow tipped with mistletoe wood at Balder. Balder was fatally wounded, but Odin's power prevented him from actually dying and kept him in a state resembling suspended animation.

Nevertheless, Balder's spirit journeyed to Hel, one of the Asgardian realms of the dead. There, Balder was appalled at seeing the horrors endured by the spirits of so many of those whom he had slain in battle.
Odin finally restored Balder fully to life, but Balder's hair turned white as a result of his experiences in Hel. His beloved, Nanna, sacrificed her life to save him from entrapment in marriage by Karnilla, and Balder was so distraught that he has resolved never to speak of this incident or of her again. Anguished by Nanna's death and by what he had seen in the land of the dead, Balder forswore the life of a warrior, attempted unsuccessfully to forget his misery through eating, gaining considerable weight in the process, and finally rode out into the desert, hoping to die there. Instead, Balder encountered the Norns, the three goddesses who oversee the workings of destiny. The Norns gave Balder a vision that restored his faith in the value of life and in the need for him to continue living. Balder rode back to Asgard and was sent by Odin to Karnilla to seek her aid in the Asgardians' battle against Surtur and the legions of Muspelheim. Balder was successful in his mission, and his relationship appears to have changed in the process. Balder has also returned to his normal weight through vigorous exercise.
After Odin's departure from Asgard, Balder became regent of Asgard, but has since relinquished control to Odin since Odin's return. Recently, Asgard was destroyed and taken over by the mysterious Dark Gods. As of this writing, Balder has died at the hand of Tokkots , a member of this strange pantheon; it remains to be seen as to whether Balder will make a return.

Author:

Andrew Goldstein, Dec 1998

Sources:
MU1, Gamer's Handbook of the Marvel Universe.

Banshee

Statistics:

F	EX(20)
A	GD(10)
S	GD(10)
E	RM(30)
R	GD(10)
I	GD(10)
P	GD(10)
Health:	70
Karma:	30
Resources:	EX(20)
Popularity:	5

Background:

Real Name: Sean Cassidy
Occupation: Adventurer, Teacher
Legal Status: Irish Citizen
Identity: Secret
Place of Birth:
Cassidy Keep, Ireland
Marital Status: Widower
Known Relatives:
Maeve (wife, Deceased), Theresa Rourke (a.k.a. Siryn, daughter), Black Tom (cousin)
Base of Operations:
Xavier's School for Gifted Youngsters
Past Group Affiliations:
Interpol, X-men
Present Group Affiliation:
Tutor of Generation X

Known Powers:

Sonic Generation: UN rank
Note: All other powers are derived from his Sonic power.

Disruption: UN damage to nonliving targets, MN damage to a single living target, or IN damage to all targets within 1 area.

Flight: PR airspeed

Hypnotic Voice: AM rank

Sonar: AM rank

Talents:

Law Enforcement, Guns, Martial Arts A and B, Electronics, Mechanics

Contacts:

Interpol, X-Men, X-Factor, Excalibur

Additional Notes:

Role-Playing Notes:

Cassidy is a free soul who only gets irate when he thinks about Black Tom. He is a hopeless ladies' man deeply attracted to Dr. Moria MacTaggart. He has a fondness for American westerns.

History:

Sean Cassidy was born as the heir to the castle and estate of Cassidy Keep, Ireland, as well as a small fortune. After graduating from college with a Bachelor of Science degree, he joined Interpol, where he rose to the rank of inspector. His mutant powers were kept secret from everyone, including the rest of Interpol.

He wed Maeve Rourke. At the time he was sent on a top secret mission, she was in her first month of pregnancy, and she bore their daughter, Theresa, during his absence. While visiting relatives in Armagh, Maeve was killed in an explosion; Theresa, however, was saved by her uncle, Black Tom Cassidy, who decided to raise her himself so that should she develop mutant powers, he could subvert them (and her) to his own devices.

Upon finding out that Maeve was dead (and not knowing of the birth of his daughter), Sean threw himself into his work. Eventually, however, he left Interpol and became involved in criminal activities. This led to his being contacted by Changeling of Factor Three, and his subsequent capture and control by this organization. This stage of his life came to an end thanks to Professor Charles Xavier, who blasted the mind-controlling device on Cassidy's head and rendered it harmless. Following this, Cassidy (known as the Banshee) joined the X-Men.

It was during this time he met and fell in love with Moria MacTaggart, a geneticist.

Banshee lost his voice powers during a battle with Moses Magnum, in which he overextended his vocal cords while creating sonic waves to cancel out those produced by magnum. Shortly after this he retired from the X-Men, and decided to spend his time with Moria MacTaggart. He has since taken up residence at Xavier's School for Gifted Youngsters as a tutor for Generation X

Author:

Ben Dumke, Jan 1999

Sources:
GHOTMU1 1988

Baron Blood

Statistics:

F	EX(20)
A	RE(30)
S	RE(30)
E	IN(40)
R	GD(10)
I	EX(20)
P	RE(30)
Health:	120
Karma:	60
Resources:	EX(20)
Popularity:	-30 (10 in the Third Reich)

Background:

Real Name: Lord John Falsworth
Occupation: Nazi Assassin
Legal Status: British aristocrat
Identity: Known to authorities
Place of Birth: Falsworth Manor, England
Marital Status: Single
Known Relatives: Union Jack (Montgomery, Lord Falsworth, brother), Union Jack II (Brian Falsworth, nephew), Lady Crichton (Jacqueline Falsworth Crichton, niece), Kenneth Crichton (grandnephew)
Base of Operations: Mobile
Past Group Affiliations: Super-Axis
Present Group Affiliation: None

Known Powers:

Bio-Vampirism:
Normally, Baron Blood possesses all the standard powers of a vampire, but to a degree greater than that of most vampires, with the obvious exception of Dracula. His ability to derive on-going life from the blood of others is of Remarkable power.

Hypnosis:
Baron Blood has the Remarkable ability to hypnotize potential victims by staring into their eyes.

Animal Control:
He has Remarkable command over certain forms of animals such as mice and rats.

Weather Control:
Baron Blood is able to exert Poor control over the weather in a small area.

True Flight:
Unlike other vampires, including Dracula himself, Baron Blood is able to fly at Typical speeds without transforming himself into a bat. It is possible that becoming a vampire awakened in him a latent psionic capacity for self-levitation.

Limitations:

During at least part of World War II, Blood was unable to use the normal vampiric shape-changing powers due to an unusual cosmetic treatments given him by German scientists which enabled him to endure direct sunlight for brief periods of time (about a half hour) without feeling pain and finally disintegrating as other vampires would have.
Additionally, Baron Blood had the same vulnerabilities as other vampires, including wooden stakes through the heart, silver, the presence of religious symbols, garlic, and beheading. Unless utilizing the special means of protection described earlier, he was, like other vampires, vulnerable to direct sunlight. Although most vampires fell into a trance-like state during daylight hours, Blood always seemed capable of daytime activity, whether he had protection or not, as long as he avoided direct sunlight.

Talents:

Bilingual (English and German), Espionage

Contacts:

Super-Axis

Additional Notes:

Role-Playing Notes:

Blood is bitter over having been denied the Falsworth inheritance. As a result, he has developed a strong hatred for England and the Falsworth line in particular. He enjoys being an agent of the Third Reich because it enables him to wreak great havoc legally.

History:

Lord Falsworth was the younger of the two sons of William, Lord Falsworth, one of the wealthiest members of the British aristocracy in late Victorian and Edwardian times. Upon William's death shortly before the outbreak of World War I, his title was inherited by his elder son, Montgomery, who, according to the British tradition of primogeniture, also inherited the bulk of his father's estate. Embittered, Lord John set out for the European continent to seek his fortune.

Eventually he came to Romania, where he sought to find Castle Dracula, about which he had read in Bram Stoker's 1897 work Dracula. Most people believed that Stoker's book was a work of fiction, but Lord John was convinced that the letters and journal entries it contained were real and described actual events. Lord John believed that if he could find and control Dracula, he could use the vampire as a means of achieving immense wealth and power. However, on locating the vampire at Castle Dracula, Lord John fell victim to his hypnotic powers. Dracula bit him, and John died, only to rise three nights later as a vampire himself.

Because of Lord John's British background, Dracula sent him back to England to wreak havoc upon that country where he had run afoul of Abraham Van Helsing and other opponents. In order to better pursue this goal once World War I broke out, Lord John offered his services to German intelligence and was given the code name Baron Blood. As Blood, Lord John concealed his true identity with a mask and costume which made him resemble a grotesque bat of human size, and which helped to inspire terror in his victims.

Blood became the Germans' greatest secret weapon in the final months of the war. He battled the Freedom's Five, a group of costumed agents from the United States, Great Britain, and France several times but always managed to escape when he was defeated. He was finally found by the original Union Jack, who was not only a member of the Freedom's Five but also was secretly Blood's brother Montgomery (Union Jack I). Union Jack wounded Blood with a silver blade, causing him to flee England.

After World War I, Baron Blood devoted himself to studying the occult. Following Adolf Hitler's rise to power and seeing Hitler and his followers as kindred spirits, he again offered his services to German intelligence. German scientists performed painful operations on Blood to enable him to resist, for a limited period of time and at the cost of some of his powers (such as the ability to change shape), the effect that direct sunlight has upon vampires.

Once again, he began a reign of terror in England, and nearly killed his brother's daughter, Jacqueline, with his bite. This time, however, Blood was opposed not only by his brother Montgomery, who came out of retirement to become Union Jack once more, but also by the Invaders, a team of super heroes serving the Allied cause. Union Jack and the Invaders quickly discovered that John, Jr. was Baron Blood and confronted him. As the ensuing battle raged on, Blood fell onto and was impaled by a stalagmite that had traces of silver in it.

However, Baron Blood was resurrected months later and joined the Super-Axis, a group of superhumanly powered beings who served the Axis powers. The complete history of Baron Blood's activities during World War II has not yet been revealed. By the end of the war, though, Blood had again been killed with a wooden stake through his heart, and , since he was a member of the aristocracy, he was entombed in the Tower of London.

In recent years Dracula returned to London, and ordered one of his mortal pawns, Dr. Charles Cromwell, to resurrect Baron Blood. With the aid of several vampires, Cromwell succeeded in getting into the Tower, reviving Blood, and substituting another skeleton in his place. Dracula then left the London area, and Cromwell fell under Blood's domination.

Blood learned all that he could about Cromwell and his medical practice, and then ordered him to move to a village near Falsworth Manor. Here, Blood began attacking villagers, although he took care not to be identified, and the mysterious vampire was eventually traced to Cromwell's house by local citizens, who set it afire. Baron Blood killed Cromwell and his daughter, and left their bodies in the burning house.

However, Blood's vampiric compulsions finally forced him to attack victims once more. He took care to kill them before draining their blood, so they would not themselves become vampires, and the police attributed his killings to a 'slasher'. The now extremely aged Lord Falsworth, though, suspected that the murders were the work of his brother, and summoned Captain America, who had fought Blood as a member of the Invaders. Meanwhile, Blood, as Cromwell, was acting as Lord Falsworth's own physician. Blood was waiting until his now ancient brother was at his weakest, so that he could then turn him into a vampire, forcing him to remain old and feeble for all eternity. Captain America quickly discovered that the skeleton in Blood's tomb was not authentic, and clashed with the Baron soon afterwards. Lord Falsworth's grandson Kenneth discovered that Blood was impersonating Cr. Cromwell, and in the battle that followed, Baron Blood was killed when Captain America severed his head with his shield. The baron's head and body were then burned separately, and the two sets of ashes were scattered in different areas, thus ensuring that the Baron could never be revived again.

The Baron's ashes themselves were dematerialized by the casting of the Montesi Formula, a powerful spell that destroyed all vampires. The Formula has been reversed, however, and the Baron has since returned, coming into conflict with Union Jack II.

Author:

Andrew Goldstein, Dec 1998

Sources:
MU1, Gamer's Handbook to the Marvel Universe.
Union Jack LS (1998)

Bastion

Statistics:

F	AM(50)
A	EX(20)
S	RM(30)
E	IN(40)
R	IN(40)
I	RM(30)
P	EX(20)
Health:	140
Karma:	90
Resources:	IN(40)
Popularity:	5

Background:

Real Name: Nimrod
Occupation: Mutant-Hunter
Legal Status: Wanted by S.H.I.E.L.D. for attempted genocide of Homo Superior
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Operation: Zero Tolerance
Present Group Affiliation: None

Known Powers:

Body Armor:
Bastion has Incredible (40) body armor vs. Physical attacks

Force Field:
Bastion's force field provides Incredible(40) protection against physical and energy attacks

Mutant Detection:
Bastion can detect mutants at a range of 20 miles with Amazing(50) ability.

Computer Link:
Bastion may "telepathically" access computers with Excellent(20) ability. The computer must be in the same area as he is.
Bastion must make an opposed FEAT roll to break through any security measures present in the system.

Disintegrator Beam:
Bastion may disintegrate up to a cubic yard of up-to-Incredible Strength inanimate material per turn. If used against living targets, it causes Incredible(40) damage.

Talents:

Bastion receives a +1CS to Reason FEATs in the areas of **Bionics**, **Robotics**, and **Electronics**.
He also has **Pilot** training, plus **Repair/Tinkering** skill.
Bastion's artificial mind gives him the equivalent to a **Photographic Memory**.

Contacts:

Bastion has dealt with world governments and Project: Wideawake during his Operation: Zero Tolerance activities. However, his contacts with these agencies have been cut since OZT was declared an illegal operation.
It is believed that a small number of Bastion's **Prime Sentinels** are still at large, and loyal to him.

Additional Notes:

The original Nimrod had far greater power (see **Nimrod** entry for more details), and it is assumed that his "evolution" has caused the power loss evident in Bastion. This doesn't make much sense, though, and it may be that Bastion has just been "holding back". However, the stats listed are for the power levels he has demonstrated so far – Judges are at liberty to boost these to anything up to +1CS from Nimrod's levels. Of course, Judges are at liberty to make any changes to any character anyway, but I just wanted to make a specific mention in this case.

History:

Bastion is the evolved form of the super-sentinel Nimrod (see the individual **Nimrod** entry for more details) from the future. Somehow, he managed to infiltrate the U.S. Government and gain access to Project Wideawake materials. He gained enough political support to begin start the international covert war against mutants known as Operation: Zero Tolerance. During this time, he converted a number of humans into a new generation of bio-technological "Prime Sentinels" (aka mark VIII)

Once his true objectives became known, international support for OZT was withdrawn, and Bastion taken into custody by S.H.I.E.L.D.

Escaping from his captors, he was defeated by Cable, and has apparently gone into hiding.

Author:

M. Thomason, Dec 1998

Sources:
MSH-SAGA X-Men Roster
MA1 (Nimrod entry)

Role-Playing Notes:

Bastion is a cold, calculating villain. Although he may appear reasonable on the surface, his obsession with the destruction of all mutants, and his willingness to sacrifice anyone or anything to achieve that goal, present him as a madman of the most dangerous kind.

Remember, however, that he is in fact an artificial intelligence programmed expressly for the purpose of mutant extermination. He is, however, capable of emotion, and it is not currently known how much his original programming influences him in his evolved form.

Battlestar

Statistics:

F	EX (20)
A	RM (30)
S	RM (30)
E	RM (30)
R	TY (6)
I	GD (10)
P	GD (10)
Health:	110
Karma:	26
Resources:	TY(6)
Popularity:	10

Background:

Real Name: Lemar Hoskins
Occupation:
Former soldier, now agent of the United States government
Legal Status: American citizen with a criminal record
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Unknown
Base of Operations:
Washington D.C.
Past Group Affiliations:
Member of the Buckies (Bold Urban Commandos), partner of Super Patriot, partner of Captain America
Present Group Affiliation: None

Known Powers:

Body Armor: Battlestar has Good protection against physical and energy attacks.

Talents:

Hoskins has Martial Arts B and E, and has been trained with Acrobatics and Tumbling skills. However, Hoskins is illiterate.

Contacts:

Hoskins has contacts with John Walker, the Super Patriot, Captain America, and may still have connections with the Unlimited Class Wrestling Federation and old military friends.

Additional Notes:

Role-Playing Notes:

Battlestar is a rather vicious individual who does not take his job as seriously as John Walker, the Super Patriot Captain America. Battlestar has no qualms about using excessive force against his opponents, or about killing people. He has a very bad temper that is easily provoked.

History:

Lemar Hoskins was born in a large urban area, and is believed to have fought his way out. Little is known about his childhood. He became a soldier, and in doing so, became good friends with John Walker, later Steve Rogers' replacement as Captain America. Together with another pair of soldiers (known only as Hector and Jerry), they left the army and joined the Power Brokers' augmentation program. They were successfully augmented, and would likely have joined the Unlimited Class Wrestling Federation. However, a hustler named Ethan Thurm, who created the Super Patriot scam, approached them. Hoskins, Hector, and Jerry would dress up as the Buckies (Bold Urban Commandos dressed up in Captain America masks), while Walker, as the Super Patriot, would stop them, and enhance the Super Patriot's reputation. In addition, the Buckies committed acts of terror against people whom Walker believed were corrupting the morals of the nation and spying against the United States.

Hoskins and the other Buckies attacked Captain America, but Hoskins was easily defeated, and was imprisoned. After being released on bail (with Thurm's money), Hoskins continued to assist Walker with his scam when the United States Taskforce on Superhuman Resources asked Super Patriot to replace Steve Rogers as Captain America. Walker asked for his old partners to join him. Hoskins was the only member of the Buckies to pass through the security check, and was named the new Bucky.

Recently, Hoskins had become tired of the name Bucky, and changed his name to Battlestar. Whether Hoskins can continue to serve in the role of Captain America's partner remains to be seen.

Author:

Ben Dumke, Jan 1999

Sources:
GHOTMU#1 1988

Beta Ray Bill

Statistics:

F	UN (100)
A	RM(30)
S	UN(100)
E	UN(100)
R	RM (30)
I	EX(20)
P	AM (50)
Health:	330
Karma:	30
Resources:	GD(10)
Popularity:	30

Background:

Real Name: Beta Ray Bill
Occupation: Adventurer, Hero to his people
Legal Status:
Identity: Public
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations: Mobile
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Dense Flesh:
Bill's bio-engineered body provides him with EX body armor.

Equipment:

Storm Breaker:
Bill's hammer, crafted by Odin and the dwarves of Nidavellir, grants Bill several additional abilities. Like Mjolnir, the hammer of Thor, Storm Breaker is a unique weapon made of Uru metal. The hammer has the following enchantments.

1. Returning: may be thrown up to 10 areas and will return to Bill's hand the round after it is thrown.
2. Weather Control. The wielder of Storm Breaker has UN control over weather, and is able to summon storms and strike opponents with lightning bolts of MN strength.
3. Dimensional Travel: By spinning the hammer in a certain fashion, Beta Ray Bill can span the dimensions, including the dimensions of Asgard and Olympus, and can use this power to span great distances of space as well. Bill does this with UN ability.
4. Flight. By throwing his hammer and grabbing the thong, Bill can fly with AM speed while carrying as much as he can normally lift.
5. Shield. By spinning the hammer swiftly, Bill can deflect missiles, magical bolts, and energy beams of RM strength or less.
6. Alter Ego. Bill's inhuman visage is the result of biogenetic changes made upon him by his race's scientists. Odin has passed on an enchantment from Thor's hammer that allows Bill to regain his original humanoid form. In this orange, noseless form, he has the following abilities:

F: EX
A: EX
S: EX
E: EX
R: RM
I: EX
P: AM
Health: 80 Karma: 100

ScuttleButt:
Scuttlebutt is Bill's sentient starship and long-time companion. This huge warship may move at Class 1000 speed through space and is armed with numerous UN-class blasters. Scuttlebutt has IN Reason, Incredible armor, and is self-repairing. The ship crashed on Earth while being pursued by his race's demonic enemies, but repaired itself within two days. It has since fought alongside Lady Sif and Beta Ray Bill in later battles.

Talents:

Starship Helm Operation
Astronavigation.

Contacts:

Lady Sif, Thor, Odin, Asgardians

Additional Notes:

Role-Playing Notes:

Notes

History:

Beta Ray Bill is a member of an ancient alien race that lived in a distant galaxy. Their civilization was destroyed by an explosion in the galactic core, and the survivors were forced to flee to a new home in ten thousand starships, stored in cryogenic sleep. Bill was selected from among his people to serve as a guardian and protector of his people from a large field of contestants by means of grueling mental and physical tests. His leaders had him mutated and bio-engineered, giving him the genetic structure and traits of the fiercest carnivore in their former stellar empire. The result was a creature grotesque by the scientists' standards but powerful enough to serve aboard the stellar warship Scuttlebutt.

Bill's race set out for the stars, but were set upon by demons, agents of the lord of the Fire Giants, Surtur, soon after leaving their homeworld. Bill and Scuttlebutt delayed the demonic hoards, allowing his people to escape. In catching up with his fleet, Bill and Scuttlebutt entered our solar system, where the ship was boarded by the mighty Thor on an investigative mission. Bill mistook Thor for one of his demonic foes and defeated the Thunder God when Thor had been without his hammer for one minute and unintentionally changed into Dr. Donald Blake. Damaged, Scuttlebutt crash-landed on Earth, and Bill discovered the power of Dr. Blake's cane (Mjolnir), transforming himself into a alien version of Thor. Being a worthy and noble champion, Bill was able to wield the hammer against attacking S.H.I.E.L.D. forces. However, Odin had need of Thor at that time, and he summoned the false Thor instead, thinking him to be his son.

Odin quickly realized his mistake and brought his true son to Asgard, where Thor regained his godlike form. Thor and Bill fought for the hammer Mjolnir in a battle to the death, and Bill won. But, though he defeated the Thunder God, Bill could not bring himself to slay his honorable opponent. In gratitude, Odin restored Mjolnir to Thor and, with the aid of the dwarves, crafted a second magical hammer, Storm Breaker. Odin enchanted it with powers similar to those of Mjolnir, and, in addition, moved the enchantment from Mjolnir to Storm Breaker that allowed Thor to become Dr. Blake. Storm Breaker's enchantment allowed Bill to regain his old humanoid form.

Bill has since left Asgard to guide his people to a new home, accompanied by the Lady Sif, and returned to aid in the defense of Earth against Surtur's demons in New York City. He has proven himself to be a noble and dedicated fighter on the level of the Thunder God himself.

Author:

Ben Dumke , Jan 1999

Sources:
The Marvel-Phile
(Dragon Magazine Sept 1985)

Black Knight

Statistics:

F	RM(30)
A	EX(20)
S	GD(10)
E	GD(10)
R	GD(10)
I	TY(6)
P	TY(6)
Health:	70
Karma:	22
Resources:	EX
Popularity:	40

Background:

Real Name: Dane Whitman
Occupation: Former scientist, former crusader, now crime-fighter
Legal Status: Citizen of the United States with no criminal record
Identity: Secret
Place of Birth: Gloucester, Massachusetts
Marital Status: Single
Known Relatives: Nathan Garrett (alias the Black Knight, uncle, deceased); Sir Percy of Scandia (alias the Black Knight); Lady Rosamund, Eobar Garrington (ancestors, deceased)
Base of Operations: Mobile
Past Group Affiliations: Avengers, Heroes for Hire
Present Group Affiliation: None

Equipment:

Body Armor:
The Black Knight wears a combination of plate mail and chain mail, providing him with Good protection against physical attacks.

Shield of Night:
The Black Knight's shield is capable of absorbing Monstrous energy-based attacks.

Sword of Light:
The Black Knight's sword is capable of redirecting any energy attacks absorbed by his shield.

Flying Horse: The Black Knight's flying steed, Strider, has the following abilities:

F	**A**	**S**	**E**
GD	EX	RM	GD
R	**I**	**P**	
GD	TY	TY	

Flight at ShX Speed.

The above mentioned items appear whenever the Black Knight says the magical word, "Avalon"

Talents:

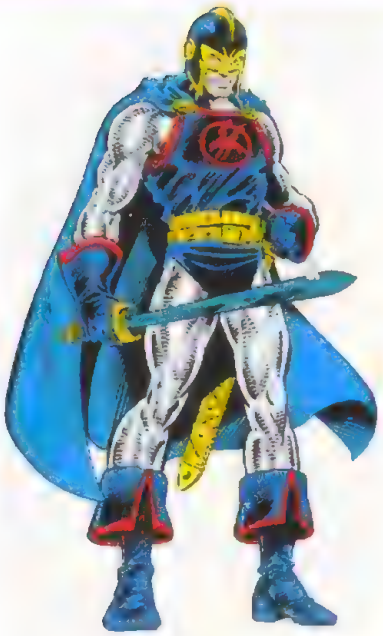
Dane is a **weapon specialist with sword** (+2 CS), and has **horsemanship** skills. He is also an accomplished **geneticist, physicist**, and has **Repair/Tinkering** skills.

Contacts:

Black Knight has longtime connections with the **Avengers**, and was a close ally of **Doctor Strange**. He also can rely on his former comrades from **Heroes For Hire**. Additionally, he retains ties to the **Lady of the Lake**, and through her the extra-dimensional land of **Avalon**.

Additional Notes:

Former abilities:
Ebony Blade:
Previously, the Black Knight used the Ebony Blade, a sword fashioned by Merlin out of a meteorite. The blade was made of Unearthly strength material, and in the Black Knight's hands inflicted 10 points of Edged damage or 16 points Blunt damage with the flat of the blade. The sword's anti-magical properties allowed it to deflect spells and energy as if it were a shield of Unearthly strength, as well as cut through mystic barriers and enchantment as if they were normal materials. It could affect normal energies as a power stunt; the sword could cut through energy barriers, and deflect non-magical energy. It could also absorb energy blasts, which could be flung back at the assailant as an attack of equal rank. The sword had a blood curse on it; if the wielder took a life, he would become bloodthirsty (Psyche FEAT roll to avoid this).



The sword contained a mystic booby trap. If an enemy picked up the Ebony Blade, or made a successful Grab attempt, the sword inflicted Incredible damage each round the villain held the blade.
Finally, through complete concentration (red Psyche FEAT) the Black Knight was able to summon his sword to him or teleport himself to the sword with CL3000 ability, crossing time and dimensions to do so.

Atomic Steed:
This device was used by the Black Knight at certain times in his career. The vehicle's stats are:

Control	Speed	Body	Protection
RM	ShX	EX	None

Flying Horses:
Earlier in his career, Dane Whitman used two winged horses, Aragorn and Valinor. Their stats are identical to Strider's, listed above.

Role-Playing Notes:

Dane Whitman is a man who has dealt with the impossible on a regular basis. He is a scientist who went back to the time of the Crusades and fought for a protracted period of time. Despite his unusual life, he is one of the most "normal" people associated with the Avengers, at home in the 20th as well as the 18th century.

History:

The original Black Knight was Sir Percy of Scandia, a member of the Round Table in King Arthur's sixth-century Camelot. Merlin gave him the Ebony Sword, made from a meteorite and enchanted. Sir Percy was slain in an ambush by his greatest enemy, Mordred, killed by a dagger made from the same meteoric material as the Ebony Sword. However, his spirit was enabled by Merlin to return to the Earthly plane, should Mordred's spirit threaten. Sir Percy's body and sword were interred beneath his castle.

In the 12th century Eobar Garrington became the Black Knight and wielded the Ebony Sword in the Crusades, as an ally of King Richard the Lionhearted. During the last five years of his life, Garrington's body was inhabited by the spirit of Dane Whitman, a 20th century descendant of Sir Percy and the Black Knight of that time. Whitman possessed Garrington's body until the time of its death.

In the mid-20th century Nathan Garret found Sir Percy's tomb and the sword. He was unworthy, but took on the name of the Black Knight and, using his scientific knowledge, mutated a winged horse and created an energy lance. In this guise Garrett committed crimes to amass wealth. Mortally wounded in battle with Iron Man, on his deathbed Garrett told his nephew, Dane Whitman, about his life of crime and begged him to put his discoveries to good use. Dane decided to assume the Black Knight's identity, and using Garrett's notes, mutated another winged steed.

Whitman's first encounters as the Black Knight were with the Avengers – at the initial meeting they mistook him for his uncle, and parted on bad terms.

Upon learning that he had inherited Garrett Castle, Whitman traveled there and found Sir Percy's tomb where his ancestor's ghost contacted him. Dane was able to draw the Ebony Sword, and after defeating its demonic guardian, fought an agent of Mordred. Dane decided to keep Garrett Castle.

He later met Doctor Strange and assisted him on several adventures. Still later, he fell to Casiolena the sorceress, who turned him to stone. Doctor Strange was unable to reverse the magic. In attempting to restore the Black Knight, he and the Defenders found themselves transported to the Crusades, where they found Dane Whitman in the body of Eobar Garrington, battling Arabs. Dane stayed in this condition for five years, during which he aided Amergin in the battle against the Fomor. With help from the Avengers, Dane and Amergin closed the portal from Avalon to Earth, but Garrington's body was destroyed in the process. Amergin's magic restored Dane to his 20th century body, and gave him the Ebony Sword and a new winged steed, which went into the future with him.

In his absence, Garrett Castle had been sold. This made the transition to modern life more difficult for Dane. In addition, he discovered with Doctor Strange's help that the sword was cursed. This blood curse was lifted, and Sir Percy's spirit was freed from the Earthly plane. The Black Knight returned to America and renewed his active Avenger status.

After some time, Whitman was attacked by a spirit claiming to be his descendant who was seeking to end the blood-curse of the sword by slaying his ancestor. The Black Knight defeated him, but vowed never to use the blade against a living creature again.

While the Avengers were transported to the Heroes Reborn universe, Dane joined Heroes For Hire, as both a member of the team and as the group's resident scientist. During this time period, the Lady of the Lake appeared to Dane and named him the new Pendragon. Giving him mystic armor and a new shield, sword, and mount, she told him that he is destined to come to the defense of Avalon at some time in the future. Heroes For Hire has since disbanded, its parent company Oracle, Inc. bought out by Stark-Fujikawa. The Black Knight now remains independent, although a frequent ally of the Avengers.

Author:

Andrew Goldstein, Dec 1998

Sources:
MU1: Gamer's Handbook of the Marvel Universe
Heroes For Hire #1-13.

Blacklash

Statistics:

F	RM(30)
A	GD(10)
S	GD(10)
E	RM(30)
R	EX(20)
I	GD(10)
P	PR(4)
Health:	80
Karma:	34
Resources:	TY(6)
Popularity:	-8

Background:

Real Name: Mark Scarlotti
Occupation: Criminal for hire, former weapons designer, and special agent for the Maggia
Legal Status: Citizen of the United States with a criminal record
Aliases: Whiplash
Identity: Public
Place of Birth: Cleveland, Ohio
Marital Status: Single
Known Relatives: Anthony (father), Barbara (mother)
Base of Operations: Mobile
Past Group Affiliations: Former agent of the Maggia, former partner of the Melter, Man-Bull, and the Wraith, associate of Justin Hammer
Present Group Affiliation: None

Known Powers:

Body Armor: Blacklash's steel mesh body suit provides Good protection from physical attacks and EX protection from energy attacks.

Equipment:

Whips: Blacklash's arsenal centers on a pair of specially designed titanium whips. These whips are stored in holders in his gloves. He may use these custom designed whips in a number of ways.
As whips: with + 2CS (Weapon Specialist), for RM Blunt weapon damage. They may grapple an opponent as with IN strength.
As nunchaku: for two separate attacks with EX damage each.
If wound around an opponent, the whip may detach from its handle and explode for IN damage to its target (EX to all within one area). The concussion explosion may be timed for up to three rounds.
Special: The whip may be stiffened to form a vaulting pole allowing 1-story vaults. The whip may be spun to form a shield of EX protection.
The whips are made of IN Strength Material.
Other Weaponry: Whiplash has a Gravity Bob and a Necrolash. The Gravity Bob has an artificial gravity device; if it hits a target, the target is held down with AM Strength. The bob is made of AM Strength material. The Necrolash is a whip; if it grapples a target, Blacklash can channel AM intensity electricity through to its target.

Talents:

In addition to his **Weapon Specialist ability with whips**, Blacklash is trained in **Martial Arts A, C, E**, and is experienced in **engineering**, specializing in **weapon design**

Contacts:

Blacklash has criminal contacts with the Maggia, though they are not as good as they once were, and also with Justin Hammer.

Additional Notes:

Role-Playing Notes:

Blacklash is a professional criminal, arrogant and confident. He does not like taking orders (but must, due to his line of work) and is not very sociable to anyone whom he feels is less competent than he. Blacklash enjoys combat, and does not back down from fights.

History:

Mark Scarlotti was contacted by the Maggia crime syndicate while working for a degree in Engineering at Rennselaer Poly-Tech. Upon graduation, he went to work for the Maggia as a weapons designer. With Maggia funds, he developed several technological weapons, the greatest among which was a steel-fiber whip capable of penetrating virtually any substance short of Adamantium. A natural athlete, Scarlotti practiced with the whip until he became an expert at it. Then, craving more excitement and money than weapons design afforded, Scarlotti asked to use his whip as a special costumed agent. He dubbed himself Whiplash and served the Maggia well, his reputation being established early on by battling Iron Man to a stalemate. Eventually, Scarlotti was assigned to go undercover for the Maggia, and under the name Mark Scott, he infiltrated Stark International's Cincinnati plant and became its head of research. There he again encountered Iron Man and escaped from the battle unscathed.

Quitting the undercover assignment without his superiors' permission, Whiplash joined forces with the Melter and the Man-Bull to vie for the Golden Globe of Power offered by the mysterious extradimensional being, the Black Lama. It was then that Whiplash was decisively defeated by Iron Man for the first time, he was taken to jail, and his identity was learned by the authorities. The Maggia paid his bail and took him on once again as a contract agent. On assignment, Whiplash encountered the Wraith, whose mental powers drove Whiplash to the brink of insanity.

Upon recovery, he was sent to Ryker's Island Prison to serve time for his various crimes. He was freed by criminal financier Justin Hammer, who was gathering a small army of costumed criminals to finance their operations in exchange for a share of the profits. Hammer provided Scarlotti with the funds and facilities to totally revamp and update his arsenal. Scarlotti renamed himself Blacklash and went back to the Maggia as a freelance mercenary to look for an assignment. The Maggia contracted Blacklash for a job, but despite his new arsenal, Blacklash was soundly defeated by Iron Man before he could complete it. Demoralized by his recent string of defeats, troubled by family problems stemming from the public revelation of his criminal activities, and shunned by the Maggia, Blacklash has been trying to make ends meet by taking any mercenary work that comes his way.

He was most recently seen working for Justin Hammer along with the Beetle and the new Blizzard, but was defeated once again. He managed to escape; his current whereabouts are unknown.

Author:

Ben Dumke , Jan 1999

Sources:
GHOTMU 1988

Black Mamba

Statistics:

F	TY(6)
A	GD(10)
S	TY(6)
E	TY(6)
R	TY(6)
I	TY(6)
P	AM(50)
Health:	28
Karma:	62
Resources:	TY(6)
Popularity:	-3

Background:

Real Name: Tanya Sealy
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:
Serpent Society

Known Powers:

Darkforce Manipulation:
Mamba has the ability to project a cloud of Darkforce. She can telepathically scan the mind of someone within two areas for a single image, the image of some trusted friend or companion, usually of the opposite sex. She then projects an inky cloud of Darkforce as an illusion of that friend or companion and directs the illusion to embrace the target. The illusion is of IN intensity. The target may resist with a Psyche feat vs. IN intensity. Failure allows the Darkforce illusion to approach and embrace the character. The Darkforce grips with EX strength, and reduces the character's Endurance by one rank at the end of each round. If the character's Endurance drops below FB, they die. A Psyche feat should be allowed each round to try and realize what is happening
and try to break free.

Bombardment of the Darkforce projection by energy attacks related to heat or light will disrupt the illusion and require Mamba to roll on the Stun Table.

Snakes:
To make up for her lack of physical prowess, Mamba adorns her
garb with four poisonous snakes, each with the following stats:

F- TY; A- PR; S- FB; E- TY
Health: 18

The snakes automatically attack anyone who touches Mamba for PR Edged
damage and inject a poison which will knock its victims out for 1-10
rounds unless an Endurance feat is made vs. TY intensity.

Talents:

Performer(Dancing)

Contacts:

Serpent Society, Masters of Evil

Additional Notes:

Author:

Ty R. States, Dec 1998

Sources:

[history req.]

Role-Playing Notes:

Mamba is a lover, not a fighter. She can be ruthless and seems to enjoy watching her victims smother to death in the arms of a "trusted companion." If threatened or wounded she will flee. In a group melee she will pick a single opponent and attack him or her, leaving her companions to handle the rough stuff. She is romantically involved with Sidewinder and is completely loyal to him.

History:

Black Queen

Statistics:

F	GD(10)
A	EX(20)
S	RM(30)
E	AM(50)
R	GD(10)
I	AM(50)
P	AM(50)
Health:	110
Karma:	110
Resources:	AM(50)
Popularity:	-10
Appearance:	IN(40)

Background:

Real Name: Selene, High Priestess of the Cult of Black Flame
Occupation:
Self styled "goddess", Sorceress
Legal Status: Unknown
Identity: Known to her cult of followers and a few others
Place of Birth:
Presumably Rome, a long time ago
Marital Status: Single
Known Relatives: None
Base of Operations: New York City
Past Group Affiliations: Cult of the Black Flame, Nova Roma, Hellfire Club
Present Group Affiliation:
Unknown, possibly Hellfire Club

Known Powers:

Psychic Vampire:
Un ability, on touch. Drains Psyche ranks from victim to restore her lost health (110 max). Victim loses Health equal to lost Psyche. If Health reaches 0 as a result, the victim dies and disintegrates. If health is greater than 0, the victim is alive and Selene has Mn psychic control. If she chooses, she may turn partially turned individuals into psychic vampires with this power at their original Psyche rank.

Body Armor:
Gd (10) armor, psychic in nature, it prevents people such as Rogue from absorbing her powers. Effective against all types of attack.

Psi-Screen:
Am(50). Can't be used in same round as other psychic powers

Telekinesis:
Un(100) control over inanimate objects. Can disintigrate inanimate objects of less than Mn material strength. In Forcebolts.

Pyrokineisis:
Un(100) control over fire, must have an extant source.

Telepathy:
In(40), no known stunts.

Momentary Trance:
Am Lasts 1 round, can only be used w/teleport to create illusion of vanishing into thin air.

Teleport:
Rm This psionic telport takes a round of concentration to use which leaves Selene vulnerable, hence she has a very specific use for her telepathy that induces a momentary trance in observers.

Magic:
Master level, Mn ability to cast illusions, control, summoning spells. Using this WILL cause aging and loss of life energies, no FEAT roll, as described below.

Limitations

All psychic powers and spell usage other than the Psychic Vampire power can cause loss of Health. For each ability used above Ex rank, Selene must make an End FEAT. Failure indicates the loss of 10 Health. If Health drops below 0, Selene begins to show her true age. If she reaches -110 Health, she will die. Permanently.

Talents:

Multilingual, Occultist, Ancient Roman Weapons, Mythology, Mesmerism, Trivia: Nova Roman history.

Contacts:

Additional Notes:

Role-Playing Notes:

Selene has lived for millenia, and enjoys being worshiped as a goddess by many followers. SHe believes in the survival of the most powerful, and is fully awareof the extent of her powers. Selene has fed off of countless vicitims over the centuries, and is thoroughly evil.

History:

Selene created Nova Roma, to replicate the splendor of a lost time: Imperial Rome, deep in the Brazilian jungle. She used magick and psionics to create the proper mindset in the people she kidnapped to populate her city with, including Allisen Crestmere, whom for most of her young life believed that she was Amara Aquila, daughter of a prominent Senetor of Nova Roma.

Selene most recently, however resurfaced with Madelyne Pryor and Trevor Fitzroy, resuming her place as Black Queen in Sebastian Shaw's renewed Inner Circle in the wake of his defeat of his own son and usurper, Shinobi Shaw.
Madelyne may have ousted her for the postiton of Black Queen, however.

Author:

Lady Arakne, Jan 1999

"Black Tom" Cassidy

Statistics:

F	EX (20)
A	GD (10)
S	GD (10)
E	IN (40)
R	EX (20)
I	GD (10)
P	GD (10)
Health:	80
Karma:	40
Resources:	RM(30)
Popularity:	-5

Background:

Real Name: Thomas Samuel Eamon Cassidy
Occupation: Supercriminal
Legal Status: Irish citizen with international criminal record
Identity: Publicly known
Place of Birth: Dublin, Ireland
Marital Status: Single
Known Relatives: Sean (a.k.a. Banshee, cousin), Theresa Rourke (a.k.a. Siryn, cousin)
Base of Operations: Mobile in Ireland
Past Group Affiliations: Ally of Juggernaut
Present Group Affiliation: None

Known Powers:

Heat Emission: Remarkable Intensity bolts (Amazing Intensity if focused through a shillelagh).

Kinetic Bolt: Remarkable damage (Amazing damage if focused through a shillelagh).

Invulnerability (Sonics): Unearthly rank

Karma Increase: Because he and Juggernaut work so well together, their Karma Pool increases by 100.

Talents:

Bilingual in English and Irish

Contacts:

Juggernaut

Additional Notes:

Role-Playing Notes:

Black Tom is reasonably pleasant for a murderous supervillain. He has an obsessive hatred for Sean Cassidy and anyone who aids him. He has a deep affection for Juggernaut.

History:

Thomas "Black Tom" Cassidy was the heir to his family fortune and estate of Cassidy Keep in Ireland. However, he wagered both the fortune and estate on a throw of dice, and thereby lost them to his younger cousin, Sean Cassidy. Black Tom and Sean Cassidy were rivals for the love of Maeve Rourke, and Sean eventually prevailed and married her.

While still a young man, Black Tom Cassidy turned to crime as a way of seeking thrills. Discovering how much he liked it, Black Tom decided to make crime his profession. At first he masked his criminal activities under the guise of being a soldier of fortune. As such, he roamed the world offering his services as a gun for hire, while pursuing his criminal activities as well. While imprisoned in a Third World jail for acting as a mercenary for revolutionary forces that were defeated, Black Tom met a fellow mercenary, Cain Marko. The two struck up a friendship, and Cassidy used his own mutant power, which he had already discovered, to enable both of them to escape jail.

Sean Cassidy was assigned by Interpol to a top secret mission which required that he stay out of touch with his family for a considerable length of time. When he left on his mission, his wife Maeve was in her first month of pregnancy, although neither Sean nor she knew it at the time. Their daughter, Theresa, was born during Sean's absence. Maeve took the infant Theresa with her on a visit to Armagh in Northern Ireland. While she was there, Maeve (an innocent bystander) was killed by an explosion caused by terrorists. No trace of Theresa was found by the authorities, and it was assumed that she too had been killed. However, Black Tom had been present at the scene of the explosion and had secretly carried Theresa off with him. Knowing of his own and Sean's mutant powers, Black Tom suspected that Theresa might herself develop superhuman powers as she grew older. Moreover, Black Tom saw Theresa as the daughter he wished that he and Maeve could have had together. So Black Tom decided to raise Theresa himself secretly. Those who knew that Theresa had been born decided not to inform Sean Cassidy that his wife had had a daughter, in order to spare him additional grief when he returned and learned of Maeve's death.

Eventually Black Tom was reunited with his friend Cain Marko who had become the superhumanly powerful Juggernaut. Cassidy suggested they form a partnership for criminal activities, and this partnership has proved profitable to both ever since. Cassidy forced Theresa who had grown into adolescence and developed superhuman powers to help them in their crimes, but her heart was never in a life of crime.

While briefly in the custody of authorities, Black Tom gentlemanly exonerated Theresa of responsibility for her crimes, and wrote a letter to Sean explaining who Theresa was. Black Tom escaped and Sean and Theresa were joyfully reunited. Today Black Tom Cassidy and the Juggernaut both remain at large.

Author:

Ben Dumke, Jan 1999

Blastaar

Statistics:

F	EX(20)
A	GD(10)
S	AM(50)
E	UN(100)
R	GD(10)
I	GD(10)
P	EX(20)
Health:	180
Karma:	40
Resources:	EX(20)
Popularity:	-2

Background:

Real Name: Blastaar of Baluur
Occupation: Monarch and Conqueror
Legal Status: Monarch of Baluur
Identity: Public knowledge
Place of Birth: Baluur
Marital Status: Widower
Known Relatives: Nyglar (wife, deceased)
Base of Operations: Baluur, the Negative Zone
Past Group Affiliations: Former ally of Annihilus and the Sandman
Present Group Affiliation: None

Known Powers:

Body Armor: His thick hide gives him Remarkable protection against physical and energy attacks.
Energy Blasts: Monstrous rank
Rocket: Monstrous speed
Self-Sustenance: He can enter a suspended state for moths and voluntarily reawaken whenever he wants.

Talents:

Blastaar is a military leader and tactician.

Contacts:

The Baluur millitary.

Additional Notes:

Role-Playing Notes:

Blastaar is a ruthless warrior who believes that his own raw power is enough to do anything he wants to do. Surprisingly, he has developed an affection of sorts for his people and wants to mold them into an empire to conquer first the Negative Zone and then the Marvel Universe. If need be, he will ally himself with individuals whose power or resources he can later usurp.

History:

Blastaar is the king of the planet Baluur in the anti-matter universe called the Negative Zone. He ruled ruthlessly for years until many of his subjects rose against him and imprisoned him in an adhesion suit set adrift in outer space in the Negative Zone. Blastaar eventually broke free and sighted Reed Richards of the Fantastic Four and Triton of the Inhumans, who were returning to Earth from the Negative Zone. Blastaar followed them back to Earth through the interdimensional portal that Richards had opened into the Zone. The Fantastic Four drove Blastaar back into the Zone, but he subsequently has returned to Earth several times, hoping to conquer it. Each time Blastaar has been defeated and ultimately deported to the Negative Zone. Eventually public sentiment on Baluur shifted, and Blastaar not only reclaimed his throne there, but also led Baluur's forces in carving out an interplanetary empire in the Negative Zone.

Blastaar took Annihilus' Cosmic Control Rod and now uses it to further his conquest of the Negative Zone.

Author:

Andrew Goldstein, Dec 1998

Sources:
MU1, Gamer's Handbook to the Marvel Universe.

Boomerang

Statistics:

F	EM(20)
A	RM(30)
S	GD(10)
E	EX(20)
R	GD(10)
I	GD(10)
P	TY(6)
Health:	80
Karma:	26
Resources:	GD(10)
Popularity:	-5

Background:

Real Name: Fred Myers
Occupation: Ex-baseball pitcher, now freelance assassin
Legal Status: Naturalized American citizen with a criminal record
Other Known Aliases: Fred Slade
Identity: Publicly known
Place of Birth: Alice Springs, Northern Territory, Australia
Marital Status: Status
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Former member of the Secret Empire, former ally of Viper II and the Silver Samurai, former employee of the Kingpin, Member of the Sinister Syndicate.
Present Group Affiliation: None

Known Powers:

Boomerangs: Myers carries seven boomerangs prominently on his costume, each with special properties. Unless otherwise noted, they are of Excellent material strength.

Shatterang:
Detonates on contact, Amazing damage to all in one area.

Gasarang:
Monstrous intensity tear gas, affects one area.

Razorangs:
Incredible material strength, inflict Remarkable Edged throwing damage.

Bladerangs:
Incredible Edged throwing damage, no affect on Body Armor of Good and higher material strength.

Screamerangs:
Excellent intensity sonic attack.

Gravityrangs:
Creates local gravity field of Incredible intensity.

Reflexerangs:
Solid-weighted boomerang. Bullseye result on Blunt Throwing column indicates target must check for Stun or be knocked over.

Myers can throw these so they will return to him with no risk of damaging himself.

Talents:

Myers is a Weapon Specialist with boomerangs, gaining a +2CS to hit. He also has +1CS with other thrown objects.

Contacts:

Myers is a freelance criminal operative with contacts in most mobs. He most recently worked for Justin Hammer.

Additional Notes:

by underworld financier Justin Hammer, Boomerang came back to America to pursue his criminal ambitions. He has since taken various freelance assignments, notably for the Kingpin

Author:

Andrew Goldstein, Dec 1998

Sources:
GHOTMU#1

Role-Playing Notes:

Boomerang has a great deal of confidence in his abilities, perhaps too confident, and gets involved in situations that he cannot handle. As a result, he has been used as a stooge for several villains, most notably the Kingpin. The Boomerang has made a number of superpowered enemies, especially Spider-Man.

History:

Fred Myers was born in Australia but moved to America when he was a small child. In America, his great love was baseball and he developed an extraordinary pitching arm. He became a professional baseball player in the minor leagues after graduating from high school, and a few years later entered the major leagues. Within a year he was suspended for accepting bribes. Embittered, he was eventually contacted by the subversive criminal organization, the Secret Empire, and offered employment. The designed special weaponry for him to exploit his pitching ability and he became their special operative, code-named Boomerang. When the Empire crumbled, Boomerang went to Australia to hide out and recuperate. There he incessantly practiced the art of throwing a boomerang and decided to become a freelance assassin. Obtaining a new arsenal of weapons designed and financed

Cable

Statistics:

F	IN(40)
A	EX(20)
S	EX(20)
E	EX(20)
R	RM(30)
I	RM(30)
P	RM(30)
Health:	100
Karma:	90
Resources:	GD(10)
Popularity:	20

Background:

Real Name: Nathan Christopher Charles Summers
Other Aliases: Nathan Dayspring Ask'ani'son.
Occupation:
Mercenary, adventurer, spy
Legal Status: Unknown
Identity: Secret
Place of Birth: Anchorage, AK
Marital Status: Single
Known Relatives:
It'd take a book this size just to list all of them, but heres the closest: Madelyne Pryor-Summers (mother), Jean Grey-Summers (step-mother), Scott Summers (father), Rachel Grey-Summers (alternate-dimension "sister"), Nate Grey (X-Man, alternate dimension self), Jen-skot (wife, deceased), Tyler aka Genesis (son, deceased)
Base of Operations:
Various safe houses
Past Group Affiliations:
The Six Pack, CIA, X-Force, Askani Order
Present Group Affiliation: None

Known Powers:

Techno-Organics:
Cable's arm is made of Remarkable (30) techno-organic material. He can use it to make Strength FEAT's with Remarkable (30) ability.
Cable's eye allows him to see into the infrared and ultraviolet with Excellent (20) ability. It also grants him telescopic vision at the same power rank.

Telekinesis:
Cable can lift and manipulate objects with his mind at the Remarkable (30) rank. He can also use this ability to make telekinetic attacks for power rank force damage.

Telepathy:
Cable has telepathic ability at the Incredible(40) rank.

Equipment

Weapons:
Cable has access to a number of items of futuristic weaponry. In the past he has carried a force beam weapon of Remarkable (30) strength and range, and can usually build any alternative weaponry he requires. He tends not to rely so much on these weapons nowadays, especially as the authorities take a dim view of anyone carrying something capable of flattening a small city.

Psimitar:
He recently came into possession of an Ask'ani Psimitar. This weapon is made of SHX(150) material, and can be used cause up to EX(20) edged attack or throwing damage. Trained users can also use it to focus psionic abilities to the effect of gaining +1CS.

Safe Houses:
Cable maintains a number of safe houses across the globe, with equipment stockpiles (treat as having backup weapons of with the above stats, and IN(40) resources for the purposes of building things.

Limitations:

At time of writing, Cable was unable to use his Telepathic power.
Cable suffers from the techno-organic virus, which he keeps in check with his telekinetic ability. He does this as a subconscious effort, and does not need to concentrate on it. Should he ever be without this ability, the virus will begin to consume his entire body, requireing

an Endurance FEAT roll once per day to avoid losing an Endurance Rank. If he reaches 0 Endurance, he dies. If he regains telepatic powers of at least TY(6) rank, he can halt and reverse the spread of the disease, regaining an Endurance rank every day.

Talents:

Espionage, Guns, Leadership, Martial Arts A, Military, Weapons Specialist: Ask'ani Psimitar

Contacts:

SHIELD, The Six Pack, GW Bridge, Rachel Summers/Askani, Cyclops, Jean Grey, Madelyne Pryor, X-Force, X-Men, Caliban, and a seemingly unlimited supply of relatives from past, present, and future.

Cable's mentor from the future, **Blaquesmith**, is also present at this time, and provides him with constant aid in his mission to rid the world of Apocalypse.

Additional Notes:

Role-Playing Notes:

Cable exists for a single purpose – to destroy Apocalypse for once and for all and prevent the future he witnessed ever coming to be. This is his mission, which he aims to achieve by any means necessary, whatever the price.

History:

Author:

Matt Thomason & Lady Arakne, Jan 1999

[history req.]

Caliban

Statistics:

F	TY(6)
A	GD(10)
S	RM(30)
E	RM(30)
R	TY(6)
I	RM(30)
P	IN(40)
Health:	76
Karma:	76
Resources:	FE (2)
Popularity:	0

Background:

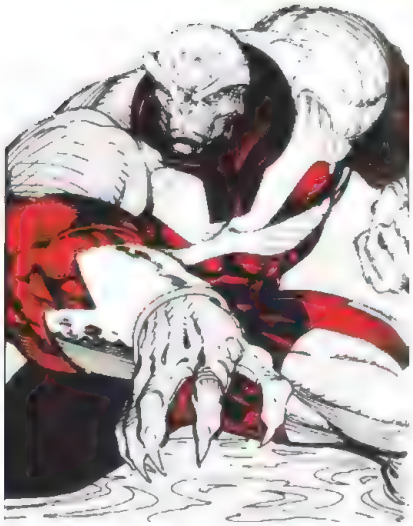
Real Name: Assumed to be "Caliban"
Occupation: Former locator of mutants for the Morlocks, former agent of Apocalypse
Legal Status: Unknown
Identity: Secret
Place of Birth: Unrevealed (presumably somewhere in the New York area)
Marital Status: Single
Known Relatives: None
Base of Operations:
Past Group Affiliations: Morlocks, X-Factor
Present Group Affiliation: None

Known Powers:

Mutant Detection:
Caliban can detect mutant energies at Amazing (50) rank ability. He can only detect mutants whose powers have manifested themselves. He can locate a mutant within 25 miles and track him down.

Emotion Projection:
Caliban has the ability to psionically project emotions into others. He is limited to emotions that he is, at that moment, feeling.
When threatened, Caliban can project fear at a target with the effect that his target must make a successful Psyche FEAT roll or run away in terror. Caliban possesses this ability at Incredible (40) rank.

Night Vision:
After years of living in the Morlock tunnels underneath New York, Caliban has learned to see in the dark, taking no CS penalties for any darkness other than total.



Talents:

Most Morlocks grow accustomed to **survival** in harsh conditions. Caliban is no exception.

Contacts:

Surviving Morlocks, X-Men, X-Force, Shadowcat, Cable

Additional Notes:

Role-Playing Notes:

Caliban is well aware of the monstrous form he appears as to normal humans, but would like nothing more than to live amongst them peacefully.

History:

As a lonely Morlock, Caliban crept above ground one day to search for another of his kind. Receiving strong mutant signals from a nearby nightclub, he wrapped himself in a tattered old hat and coat to investigate.

He encountered a group consisting of Dazzler, Storm, Sprite (Kitty Pryde), and Jessica Drew, the original Spider-Woman. They drove him off to the Morlock tunnels, but Caliban had fallen in love with Kitty.

Later, the X-Men found themselves in conflict with the Morlocks, and a fever-stricken Kitty agreed to stay with Caliban if he helped the X-Men. He did, but Kitty returned to the surface with the X-Men.

A few weeks later, Callisto ordered the Morlocks to kidnap Kitty from the mansion and bring her back. They did so, and the Morlocks organized an impromptu marriage ceremony to force her to stay with Caliban forever.

Caliban saw that Kitty was unhappy, and released her from her promise. Since then, the two have become friends.

During the Mutant Massacre, Caliban saught refuge with X-Factor, who provided him with basic combat training. However, before he could serve as a part of that team, they were attacked by Apocalypse.

Apocalypse made Caliban an offer – join him and become more powerful. At the time, Caliban felt useless as a part of the team, and joined Apocalypse in the thought that he could put his new powers to good use. This, however, was not to be, as he was brainwashed and forced him to become the Hound of Apocalypse.

Rescued by X-Factor, Caliban served with Cable's X-Force team before Operation: Zero Tolerance, during which he was apparently taken to serve his former master Apocalypse once more.

Author:

M. Thomason, Jan 1999

GHOTMU#1 - Abomination to Dreadnaught
MSH-SAGA X-Men Roster Book

Callisto

Statistics:

F	IN(40)
A	EX(20)
S	GD(10)
E	EX(20)
R	EX(20)
I	IN(40)
P	GD(10)
Health:	90
Karma:	60
Resources:	FE(2)
Popularity:	2(20)

Background:

Real Name: Unknown
Occupation:
Legal Status:
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Unknown
Base of Operations: Mobile
Past Group Affiliations: Morlocks
Present Group Affiliation: None

Known Powers:

Hypersenses:
IN level of ability, allowing the following power stunts:

- IN Tracking.
- IN Poison Detection.
- Attackers attempting to surprise are at -6.

Equipment:

Weapons:
Callisto has in the past carried several precision weapons, including:
Knife, EX material, GD damage.
Slingshot, range two areas, five points damage (roll on blunt throwing table).

Talents:

MN knowledge of New York's underground tunnel system; +1CS when knife-fighting; AM skill with slingshot; Leadership.

Contacts:

Morlocks, X-Men, Moria MacTaggart

Additional Notes:

History:

Callisto was the leader of a group of subterranean mutants known as the Morlocks. With the destruction of that community in the Mutant Massacre, Callisto sought asylum first with the X-Men and then with Dr. Moira MacTaggart. Sent back to New York by MacTaggart, Callisto was captured by Masque and transformed into a beautiful woman. She has since encountered Colossus and the Genoshan rebels.

Role-Playing Notes:

Author:

Ben Dumke, Jan 1999

Sources:
Uncanny X-Men Campaign Set (1990)

Cannonball

Statistics:

F	GD(10)
A	GD(10)
S	GD(10)
E	RM(30)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	60
Karma:	26
Resources:	PR(4)
Popularity:	PR(4)

Background:

Real Name: Sam Guthrie
Occupation: Adventurer, former student, former coal miner
Legal Status: American citizen with no criminal record
Identity: Secret
Place of Birth: Cumberland, Kentucky
Marital Status: Single
Known Relatives: Father (name unrevealed, deceased); Mother (name unrevealed); Josh, Jebediah (brothers); Paige Guthrie (a k a Husk), sister; another brother and another sister (names unrevealed)
Base of Operations: Mobile
Past Group Affiliations: New Mutants, X-Force, X-Men
Present Group Affiliation: X-Force

Known Powers:

Concussive Blast:
Sam can use the same energy that allows him to fly to attack targets up to 1 area away. This is a Remarkable (30) rank force attack.

Flight:
By directing concussive energy behind him, Cannonball flies at up to Excellent (20) airspeed.

Force Field:
When in flight, Cannonball maintains a Monstrous (75) rank force field around himself and anyone he is carrying. He uses this power to make Remarkable (30) ramming attacks without harming himself.

Sam can extend his force field to protect everyone in the same area as himself at Amazing (50) rank.

Possible Immortality:
There is a possibility that Sam is an External, one who is immortal and destined to become a High Lord, after his "death" and "resurrection". This decision (and how to handle it) is for the Judge to make.

Talents:

Leadership, Mining, Science Fiction

Contacts:

X-Men, X-Force, former members of New Mutants, Cable, Firestar, Lila Cheney

Additional Notes:

The above statistics are those of Sam Guthrie as of the time of this writing.

If using Cannonball as he originally appeared in the New Mutants, make the following changes:

Agility was only Typical. Additionally, turning was difficult for Sam in mid-flight, requiring an Agility FEAT roll. He also did not yet have the powers of Concussive Blast or his Perimeter Field.

Role-Playing Notes:

Sam is one of the nicest, most polite people that a person can meet. Sam has a strong sense of duty and tradition, as well as loyalty to his teammates.

History:

Sam Guthrie is a mutant whose latent superhuman abilities first manifested themselves when he was trapped with co-workers in a coal mine. The stress of trying to save his partner and himself triggered his propulsive power and enabled them to escape. Donald Pierce, a renegade member of the Inner Circle of the Hellfire Club, located Guthrie and learned of his superhuman powers by means of a machine which the Hellfire Club has built by adapting plans they had stolen for Professor Xavier's Cerebro device.

Pierce recruited Guthrie to be one of his operatives, and sent him into battle against Xavier and his New Mutants, and Pierce attempted to kill Guthrie in retaliation. Xavier, however, saved Guthrie's life by defeating Pierce. Realizing that Guthrie was not an evil person, Xavier invited him to join the New Mutants.

Sam remained with the New Mutants for their duration, becoming one of their leaders. He developed a crush on Magma and eventually became the boyfriend of rock star Lila Cheney.

When the New Mutants split up, Sam stuck to the remains of the group, lead by Cable, after Xavier's disappearance and Magneto joining the Hellfire Club. Cable told Sam that he was an External. But later, Selene of the Hellfire Club, told Sam that he was not an External and that his "death" was simply set up by Cable; the truth remains ambiguous. Subsequently, Sam joined the X-Men. However, Cannonball has since returned home to help out his family at his sickly mother's request, and is once again informally associated with X-Force.

Sam Guthrie has been said to be one of The Twelve, a group of mutants who will become powerful and influential at some point in the future.

Author:

Andrew Goldstein, Dec 1998

Sources:
MU1: Gamer's Handbook of the Marvel Universe
MHR1: X-Forces Campaign Book.

Additional information taken from the following web sites:
http://members.xoom.com/downher/cannon/
and
http://anotheruniverse.com/comics/cdb/cannon.html

Captain America

Statistics:

F	AM(50)
A	IN(40)
S	RM(30)
E	RM(30)
R	EX(20)
I	EX(20)
P	AM(50)
Health:	150
Karma:	90
Resources:	TY(6)
Popularity:	100/6

Background:

Real Name: Steve Rogers
Other Aliases: Nomad, the Captain
Occupation:
Freelance artist, crimefighter
Legal Status:
Citizen of United States with no criminal record
Identity: Secret
Place of Birth: New York City
Marital Status: Single
Known Relatives:
Joseph (father, deceased), Sarah (mother, deceased)
Base of Operations:
Mobile
Past Group Affiliations:
Former member of the Invaders, former partner to Bucky, the Falcon, Nomad, and Demolition Man
Present Group Affiliation:
Avengers

Known Powers:

The super soldier formula transformed the original Captain America into a perfect genetic specimen of homo sapiens. His powers are not superhuman; he relies on his perfectly honed skills, and equipment.

Resistance to Disease:
Physically perfect, Steve is possessed of a heightened resistance to terrestrial diseases. As such, he resists such bugs at Excellent (20) rank (though he's still susceptible to the more deadly plagues known to man).

Equipment:

Shield:
Cap's chief weapon is his shield, which is made of adamantium and Vibranium and is Class3000 Material Strength. Captain America uses this weapon as a shield, though he is still subject to the effects of Stuns and Slams while using it he may shield himself from up to 90 points of damage.
Captain America may throw the shield up to 3 areas away, inflicting Remarkable damage. One of Cap's established Power stunts is to bounce the shield off a number of hard surfaces and have it return the following round.
Cap lost his original shield in a battle against Hydra and has had two replacements since then a duplicate of his original shield (Remarkable Protection vs. Physical) and an Energy Shield (Unearthly Protection vs. Physical and Energy. Power stuints include the ability to "Fire a blast from it" inflicting the amount of damage it inflicted in the previous round up to 3 areas.

Armor:
Captain America's chain mail vest provides Good protection against Physical attacks.

Motorcycle:
Cap's motorcycle is a Harley-Davidson Custom Special, built by Jonathan Coulson and further modified by S.H.I.E.L.D. The vehicle has the following stats:

Control	Speed	Body	Protection
GD	RM	TY	None

Captain America wears protective headgear while on the road (reduces crash damage by - 1 CS).

Van:
Cap's van is a custom-built van modified by the Wakandan Design Group. The van has the following stats:

Control	Speed	Body	Protection
GD	EX	RM	EX

The van contains first aid kits, a storage area for the motorcycle, fire fighting equipment, an on-board computer with cruise control, automobile information files, and a terminal which allows him to tap into a national computer network (possibly defunct). The van has changeable license plates and a crystal film paint job.

CAPTAIN AMERICA'S HOTLINE
Captain America's Hotline is a nationwide telephone service enabling American citizens to directly contact Captain America with information pertaining to national security or crises beyond the scope of conventional authorities. Captain America established the tollfree hotline using funds he obtained from the U.S. government as his back pay since World War II. The Hotline is head-quartered in a nondescript building in Brooklyn Heights, New York, and is fully computer- automated so it requires no personnel.
Incoming calls are recorded, transferred to printed text, and transmitted by computer to Captain America's portable briefcase terminal. All messages are simultaneously sent to the Stars and Stripes, an independent nationwide network of computer enthusiasts who have volunteered to assist Captain America in his data-processing. The volunteers scan all messages and correlate them as to duplication, urgency, and location. The information extracted is then forwarded by computer through telephone lines to Captain America. As Captain America roves the country, he has constant access to information regarding his mission to serve the nation.

Talents:

Acrobatics:
Steve is very light on his toes. His government training has ensured this, and as such, he makes all Dodge, Escaping, and Evasion maneuvers at a + 1 CS.

Artist:
A true artist at heart, Steve has been seen on numerous occasions waxing artistic. Furthermore, he actually produces good work with his artistic itch.

Leadership*:
A true leader of men, Steve adds +2 CS to all Popularity FEAT rolls required to influence or sway non-hostile individuals to his way of thinking (as if he needed it).

Martial Arts A, B, C, D, and E:
Steve has been trained in almost every form of unarmed combat by the U.S. government, and as such, he is a veritable master of unarmed melee combat.

Military / United States:
Steve was a member of the American army before he underwent the super-soldier procedure. As such, he knows general military protocols, and has been trained in the use of Guns.

Pilot / Air
Driving / Motorcycle:
In his various missions against the Nazi scourge or with the Avengers, Steve has demonstrated a superior skill in the operation of these vehicles, and as such, can make motive maneuvers with them at +1 CS.

Tactics:
Steve is a master of the planned attack, and as such, he receives a +1 CS to all action FEAT rolls made in the direct execution of an attack plan or maneuver.

Tumbling:
Trained to take a fall, so to speak, Steve can land on his feet after any fall that wouldn't otherwise inflict damage to him, with a successful Agility FEAT roll.

Weapon Specialist / Shield:
Steve is an unparalleled master of shield use in combat, his own in particular. There is very little he can not do with his shield in battle, and he has a +2 CS to all FEAT rolls required when doing so.

Contacts:

During the war time period Captain America has contacts in **the U.S. Government**, the **War Department** and in the Field. He also has contacts with the **Invaders**, The **Liberty Legion**, **Bucky** and any other costumed adventurer he might run across.
In the modern era Captain America has contacts with the **Avengers**, **Fantastic Four**, **Defenders**, **Thunderbolts**, **Spider-man** and most of the other costumed heros in America.

Additional Notes:

Role-Playing Notes:

Steve Rogers is a patriotic individual who believes in the best ideals of the United States and struggles to protect them. He is not blindly patriotic or willing to obey any government directive; Rogers strives to protect what he believes is the American dream: truth, liberty, and justice. Steve Rogers sometimes comes off as old-fashioned and a stuffed shirt (since his culture was chiefly that of the late 1930s and early 1940s America), although a relationship with Bernie Rosenthal has helped to bring Cap more in line with mainstream American society.

Captain America (continued)

History:

Captain America... Say the name and it rolls of the tongue like it was meant to be said. Steve Rogers was outraged by the war in Europe and tried desperately to enlist. However, due to his poor health they classified him as 4-F and rejected him. A visiting General spotted him and liked what he saw as Steve tried to not only argue but start a fight over being rejected.

He was just what they were looking for: Steve Rogers was the perfect test subject for Operation: Rebirth.

Dr. Erskine, an escaped German doctor, had spent years developing a tissue building serum which had become the keystone of the Operation. The short term goal was to create an army of super soilders, perfectly fit humans. Working with four test subjects (Steve Rogers and three others), Erskine patiently waited and weeded out the worst of the foursome until only the best was left...

There was only one subject who, even through the worst of the testing, even through the martial arts training and the all the hard work wouldn't give up. Steve Rogers was that canidate.

He was told of the nature of the Project he had agreed to be a part of and the risks involved; the serum could very well rip his body apart from the strain of the acceleration of the serum in the blood stream due to the Vita-rays, a special combination of eletromagnetic waves designed to enhance the serum in the blood stream.

Rogers came through it successfully, but Erskine was killed without ever commiting the formula to paper, and as such Steve Rogers is the only legacy of Erskine's work.

A special training program was launched and Steve Rogers received the very best physical training the world could offer: martial arts, weapon use, acrobatics, gymnastics, group leadership skills and military tatics. Wanting to protect their only super soilder the Government hid him as a private on a military base, where he met Bucky and befriended him.

Steve designed the Costume that he would later wear as Captain America as a sketch and when his superior saw it he liked the idea of a symbol for America to rally behind. The costume was fashioned and he was given the code name "Captain America".

His inital job was war rallies and bond sales, but Steve quickly moved to fighting Nazi spies on his homeland's soil. When Nazi agents tried to round up everyone who might know bits and pieces of the Super Soilder Serum, Captain America leapt into action (and with the help of Bucky) was able to get into occupied France.

This is where he faced the Red Skull for the first time, and was defeated.

Taken captive and shipped to Berlin, Captain America was forced to fight the Red Skull in front of thousands of Nazis. The idea was that Captain America would be killed and the Nazis would have a much needed moral booster. However, Cap won in the rematch and escaped with Bucky and Jewish prisoners of war.

Upon his return to the states Steve Rogers convinced his superiors to allow Bucky to fight along side of him and even trained Bucky himself.

Within months they teamed up with Prince Namor the Sub Mariner, The Human Torch, and his sidekick Toro to form the Invaders, fighting for the side of America in the war. Cap was later joined by Spitfire and Union Jack (Britian's Captain America) and still later by the Whizzer and Miss America. Steve was a member of the Invaders until late November, 1945, when he and Bucky tried to stop Baron Zemo from launching missles at America.

The two heroes were successful, but Bucky died in this incident and Captain America was dropped into the arctic ice, thrown into suspended animation for years.

1950s

The man who would become Captain America IV was eleven when the first Captain America was created. Throughout the war years he idolized Captain America, and was shocked to learn of his supposed death in 1946. Although Truman had created a replacement, "Steve" suspected the truth.

In 1952, two years after Jeff Mace retired as Captain America III, "Steve" graduated with a Ph.D in American History, having done his thesis on the life of Captain America. In 1953 he flew to Germany, and examined the files of Major Kerfoot, a Nazi espionage officer in the SS. He discovered that the papers contained the original Super-Soldier formula. He revealed his discovery to certain high officials in the US government, and made a deal whereby he would become the new Captain America, and act as a symbol in the Korean War.

The government accepted his deal; the man had his name legally changed to "Steve Rogers", and underwent plastic surgery to make him identical to photos of the original. He also had his vocal chords altered so that his voice would approximate that of the original. However, the Korean conflict ended before he could be deployed. Outraged and disappointed, "Steve" obtained a post at a small Connecticut private school, where he met Jack Monroe, who shared his worship of Captain America.

In late 1953 a communist terrorist adopted the identity of the Red Skull, and seized the United Nations, holding the delegates as hostage. Steve and Jack injected themselves with the super-soldier formula and donned the costumes of Captain America and Bucky. They defeated the imposter Red Skull, and several other communist villians and threats. However, because they had taken the Super-Soldier formula without the radiation treatment, both "Steve" and Jack went slowly insane, brutalizing anyone they thought might be a communist. Captured by the FBI, they were placed in suspended animation.

Before Steve Rogers return from suspended animation, a villain used a Captain America costume to disguise his crimes. he was caught by Johnny Storm, the second Human Torch.

During this time Namor fought the Avengers, and was defeated. He came upon a group of Eskimos worshipping a figure caught in a block of ice. In a regal temper-tantrum, Namor hurled the ice-block into the ocean, where the warm currents of the Gulf stream began to melt it, releasing the figure within.

The figure was pulled out of the waters by the Avengers, who were searching for the Sub-Mariner. This figure woke from his decades-long sleep; Steve Rogers, the original Captain America, had returned. He joined the Avengers, living at the Avengers Mansion. When the other founding members of the Avengers retired, Steve led a team of reformed villians - Hawkeye, the Scarlet Witch, and Quicksilver - as the new Avengers.

During this time Steve fought evil wherever it would occur whether alone, among the Avengers, or with agents of S.H.I.E.L.D. He met and fell in love with Sharon Carter (S.H.I.E.L.D. Agent 13), the younger sister of an espionage agent he had known romatically during World War II. He became good friends with Nick Fury, the Director of S.H.I.E.L.D.

Captain America spent much of his time combatting various plots of the Red Skull, and miscellaneous other evil conspiracy groups such as AIM, Hydra, and the Secret Empire. He found a good partner in Sam Wilson, the Falcon, who would come to rank only second to Bucky in his partnership to Steve.

When Steve brought down the plans of the Secret Empire, he discovered that the conspiracy had reached to the top of the White House, and that the President of the United States was behind the entire plot. When confronted with his crimes, the President committed suicide. The government covered the suicide with a different scandal, replacing the retired President with an actor (although they were never explicit, this is the Marvel explanation for Watergate and the resignation of President Nixon). Steve became disenchanted with his role as Captain America, and became Nomad, Man Without A Country.

While Steve adventured in his Nomad identity, fighting yet another plot to take over the world from Roxxon Oil and Madame Hydra, several people tried to take the identity of Captain America. The last of these, a young man named Roscoe, was killed by the Red Skull for the impersonation; the feelings of responsibility for his death drove Steve back into action as Captain America.

During this time Steve, Sam, and Sharon would encounter the old Captain America and Bucky from the 1950's; ultimately Steve would defeat his doppleganger. Eventually, Dr. Faustus would gain control of the erstatz Cap, and make him the Grand Director, he leader of a neo-Nazi hate group. Dr. Faustus was also responsible for the appartent death of Sharon Carter. During this time the Falcon goes off on his own to pursue his own civilian career.

Shortly after the apparent death of Sharon Carter, Steve moved to Brooklyn Heights. After encountering and defeating the Machinesmith, Steve met Bernadette "Bernie" Rosenthal, with whom he fell in love. After meeting Steve in his Captain America costume, she deduced that he and Steve Rogers were the same.

Eventually Jack Munroe (the 1950's Bucky) was released from S.H.I.E.L.D. custody and de-brainwashed. He joins Captain America as his new partner, taking a modified version of Steve's Nomad costume. Shortly after battling an aged Red Skull to the death, Steve and Nomad split apart following a philosophical arguement.

During this time Steve encounters and fights a number of new threats, among them the Serpent Society, Flag-Smasher, Super-Patriot, and Scourge ("Justice is served!").

During this period Bernie goes off to law school; eventually this long-distance relationship will fail, and the two of them will break up. Steve meets a member of the Serpent Society who is trying to reform named Diamondback (Rachel Leighton).

The U.S. Government Commission on Superhuman Activity exerted their influence, and attempts to make Captain America their own operative. Steve refuses, and they demand that he return the shield and costume, as they contend that it is government property. The Commission appoints John Walker (formerly the Super-Patriot) as the new Captain America. Steve adopts the identity of the Captain, with a Wakandian vibranium shield supplied by the Black Panther.

John Walker spends some time in the Captain America identity, slowly losing the disrespect for Steve; being Captain America is a lot more difficult than he had thought. Eventually John's parents are captured and killed by members of the Watchdogs, a subversive ultra-right wing group. John suffers a breakdown, and Steve is forced to capture him for treatment. The Commission changes its collective mind about the wisdom of having anyone but Steve in the identity of Captain America, and gives him back the shield and mantle. John Walker later will adopt the costume and shield of the Captain and continue his work for the government as U.S.Agent.

Not to long ago the Red Skull returned from his death in a body cloned from Steve Rogers. He has been busy while "dead", and is the driving force behind many of the subversive agencies which have been plaguing Captain America (Watchdogs, Spy-Smasher's organization, and Scourge, just to name a few). He is joined by his special group of henchmen, the Skeleton Crew, headed by Crossbones.

Captain America (continued)

Steve becomes romatically entangled with Diamondback, and spends much of his time building infrastructure for both his own headquarters and the Avengers. He leads the Avengers in Operation: Galactic Storm against the Kree, and breaks with many old friends at the end of the war when they decide to kill the Supreme Intelligence to forstall further hostilities.

In the recent past Steve becomes frequently wracked with pain; upon examination he is told that the Super-Soldier forumla which has kept his body running at the peak of human efficiency for all these years in deteriorating, and if he keeps going into action he will soon die. Steve spends what time he has left searching for a successor, enlisting the aid of both Free Spirit and Jack Flag. As his condition deteriorates, he begins to use a "utility belt" full of gadgets, and finally is forced into a Stark-designed exoskeleton. He and Diamondback separate when she sells her services to Superia in exchange for an antidote for his condition; he rejects the antidote, which is stolen by the Red Skull (since the Red Skull has the same biology, he would also come to need the serum).
Finally, Steve's body fails, and he ostensibly dies although his body vanishes.

Steve is soon revived by his old enemy, the Red Skull, and is surprised to find that Sharon Carter is still alive. The three of them thwart a plan of Hitler's from beyond the grave (and the Cosmic Cube), but in co-operating with the Red Skull in assaulting a U.S. Army base, he falls unders suspicion; when plans which only he and the President know about are leaked to Moldavia, Steve is summoned to the President of the United States, who revokes his costume and citizenship, exiling him. After defeating the Machinesmith and saving the President, Steve is re-instated as Captain America just in time to lead the Avengers against the mutant menace known as Onslaught.

Steve, the Avengers, the Fantastic Four, and myriad others sacrifice themselves in battle to allow the assembled X-teams to defeat Onslaught. As far as the Marvel Universe knows, they have all died. However, they were actually somehow shunted into a pocket universe called by some the "Franklinverse".

The "Franklinverse" was a pocket universe made through the power of Franklin Richards, in which the Fantastic Four, the Avengers, and miscellaneous others had been transformed and reborn. The world was characterized by inconsistency and contradiction, which was probably the result of being the result of a childish mind . The Celestials initiated a chain of events which caused all of the heroes to transfer back to the Marvel Universe, but a betrayal by Doom caused their re-entry vehicle to break up, casting the returned heroes all across the globe.

Cap has returned. Bad guys beware.

Author:

Keith Kilburn, Jan 1999

Sources:

Champion of the Universe, The

Statistics:

F	Mn (75)
A	Am (50)
S	Un (100)
E	Un (100)
R	Gd (10)
I	Rm (30)
P	Am (50)
Health:	325
Karma:	90
Resources:	Un (100)
Popularity:	Ty (-5)

Background:

Real Name: Tryco Slatterus
Occupation: Competitor
Legal Status: None (alien being)
Identity: Public
Place of Birth: the Ancrindo Nebula
Marital Status: presumed single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation: the Elders of the Universe

Known Powers:

Immortality:
As an Elder of the Universe, Champion is immortal, gaining that status by developing a singular passion for his particular skills, those of personal combat. Furthermore, thanks to the maneuverings of the Grand Master, Champion has been forbidden Death's touch. As such, Champion cannot die, even if he loses all interest in fighting others, the passion that originally allowed him to avoid death. Champion can be reduced to zero health, and Shift 0 Endurance, but he will begin to recover soon after, as if nothing fatal had happened to him.

The Power Primordial:
The Champion, as do all the Elders of the Universe, has command of the original energies of the universe, but he has not been seen to use these powers in any capacity, other than flight, which he can do so at Unearthly (100) speed (about 600 miles per hour in an atmosphere).

Invulnerability to Energy, Disease, Poison, and Aging Effects:
The Champion is resistant to these attack forms (and similar, naturally occurring phenomena) at Class 1k rank.

Body Resistance:
Champion is quite resistant to physical harm, having Am 50 resistance to any attack form he isn't already immune to (see the above listings).

Self Sustenance:
Champion needs no food, drink, or air as normal folks do. He may partake of them, but he really doesn't need to...

Equipment:

The Power Gem:
This gem is a source of Power, truly infinite in scope. The gem has the ability to draw power from the totality of existence itself, and is the exception to the rules of how the other infinity gems work. You see, the Infinity Gems are limited in power by the Psyche rank of its wielder, but the use of the Power Gem can bypass this limitation.

Now, Champion only used the Power Enhancement abilities of the Power Gem, on his Strength and Body Resistance, but the other Gem powers are listed for completeness:

Probable abilities of the power gem include:

Energy Generation: a source of infinite power, the power gem can be used to emit energy, of an intensity equal to the current power rank. This may energy may come in any form the gem wielder desires, but will be in a raw, unfocused state.

Energy Manipulation: the gem can also be used to control energy. The power gem can manipulate any form of energy at the current power rank, and can be used to control energies

it generates at +1 CS. Any power stunts must developed normally.

Energy Sponge: with his control over energy, the holder of the power gem is rarely affected by harmful energies. The gem can be used to simply absorb any offending energy attack, up to a rank equal to the current power rank, per use of the power.

This energy is normally redistributed across the cosmos, so the character need not worry about absorbing too much energy. However, the gem wielder can retain the sponged energy for immediate use, within himself, but is then subject to the limitations of this power.

Transduction: the power gem can be used to change one form of energy into another. The intensity of the FEAT roll is equal to the rank of the energy to be changed, with an obvious maximum of the current power rank +1 CS. Energy so changed will be -1 CS less powerful than before.

Regeneration: by channeling the power of this gem into one's body,

the gem can be used to augment one's natural physiology, promoting healing. The gem essentially allows a character to regenerate, healing at a rate determined by the current power rank.

Power Enhancement: by tapping the power of this gem, the wielder may increase any power rank (or his Strength) to the gem's current power rank, or the power rank +1 CS (whichever is higher). This enhancement lasts as long as the gem wielder wills it.

Of course, Champion demonstrated use of the Gem's enhancement ability at a much higher level of power, as he used it to destroy the planet Tamarata, if accidentally. As such, he might've known something more about the Power Gem's usage than he let on...

Space Craft:
Champion also has a huge, spherical space craft, which he uses as a personal gymnasium, as well as home and means of locomotion throughout the cosmos. It has the following statistics:

C	S	B	P
Am 50	Cl 3k	Am 50	Am 50

Flight: The craft can fly at any speed the Champion desires, up to the speed of light (Class 3000). In an atmosphere, this function has a practical limit of Shift X (150), or the speed of sound (770 m.p.h.).

Super-Flight: It is also assumed that the Champion's craft can fly at super light speeds, doing so at Amazing (50) rank; this lets him fly at 125 000 times the speed of light.

Talents:

A master of personal combat, with over five billion years of training in real battles, the Champion has access **to Martial Arts A, B, C, D, and E**, as well as **Wrestling**, **Acrobatics**, **Aerial Combat**, and most likely many other fighting styles unknown to man. He is also an **Astro-Navigator**, knowing his way about the cosmos, and has the **Pilot / Space** talent, as he otherwise couldn't fly his space craft!

Contacts:

Champion is an Elder of the Universe, and can probably rely on the help of his surviving brothers should he need it.

Additional Notes:

Role-Playing Notes:

The Champion of the Universe is a man that lives for the thrill of the game, whether it be personal combat or any other sort of wager. Though he's typically vastly more powerful than his opponents, Champion nonetheless clings to an interesting code of honor, respecting the letter of an agreement in any contest he undertakes, regardless of the personal consequences.

Champion of the Universe (continued)

History:

Champion began his early life with a zeal for personal combat: boxing, wrestling, etc..., a zeal that he expressed constantly. His passion for his personal pastimes was a singular thing, and it quickly became an obsession. Champion battled all the time, with anyone who would.

Eventually, Champion realized that he was outliving his friends, and he was more and more resistant to any harm his fights could provide. He eventually left his home, and began to wander the stars, looking for more and more folks to fight. Outliving his species, and even his home world, the Champion continued to fight for the heck of it, gaining fame throughout the cosmos for his endless victories against local champions of battle.

His quest eventually drew him to the earth, and he fought all the muscle-men the planet had to offer. He won, of course, against such opponents as Colossus, Sasquatch, Thor, and Wonder Man, but only the stubborn Thing gave him a real challenge. Respectful of the fallen warriors, he left the earth to find yet more sport.

Champion eventually hooked up with the other Elders of the Universe, who told him what he really was, and joined their mad scheme to destroy Galactus. This scheme failed, and Galactus consumed several Elders for their trouble (including Champion).

The Elders eventually escaped, with the help of their fellows that Galactus didn't eat, even though they were soon after slain by Death, at the command of the In-Betweener. While Galactus battled the In-Betweener, the Grand Master bet Champion that In-Betweener would win. He didn't, and Champion won the Grand Master's infinity gem as a result.

Somehow, the Grand Master retained his gem, however; either Champion later lost it to him in another game, or the Grand Master never gave it to him. Either way, the Elders fled Galactus after the battle. Champion split from his fellow Elders at this point, continuing his mad quest for battle, eventually landing on a world known as Tamarata, a planet fought over by five galactic empires, all of which wanted it for their own ends.

Champion reveled in bloodshed here, as there were always more soldiers to fight, since all of them thought he was fighting for another army. Here the Champion lost his power gem, as Thanos tricked the Elder into using the gem to destroy Tamarata. Thanos then dropped Champion off on another world, in exchange for his power gem, since the Champion thought it was his own power that crushed so many foes so recently.

Of course, Thanos told him otherwise as he dropped Champion into this new world's atmosphere... Champion hasn't been since, as far as I know. He probably got away from the world Thanos dumped him on, but who knows...

Author:

Denny Hill, Dec 1998

Modeled from the Champion's various appearances

Corsair

Statistics:

F	EX(20)
A	EX(20)
S	EX(20)
E	EX(20)
R	GD(10)
I	GD(10)
P	TY(6)
Health:	80
Karma:	26
Resources:	EX(20)
Popularity:	10 (-10 with "loyal" Shi'ar)

Background:

Real Name: Christopher Summers
Occupation:
Intergalactic Freebooter, former USAF test pilot
Legal Status:
U.S. Citizen, legally dead. Wanted for various crimes by the Shi'ar Empire
Identity: Public in space, unknown on Earth
Place of Birth: Unrevealed
Marital Status: Widower
Known Relatives:
Philip Summers (father), Deborah Summers (mother), Katherine Anne Summers (wife, deceased), Scott Summers – Cyclops (son), Alexender Summers – Havok (son), Madelyne Pryor-Summers (daughter-in-law), Nathan Christopher Summers – Cable (grandson)
And every other member of the all-too-numerous Summers clan.
Base of Operations:
The starship Starjammer
Past Group Affiliations:
USAF
Present Group Affiliation:
Starjammers

Equipment:

Gauntlets
Corsair's gauntlets are equipped with "phasing jewels" that can be used store and retrieve an unknown volume of equipment, presumably in some kind of pocket dimension. He uses these to store his various weaponry.

Presumably, these weapons are be specifically designed to fit the gauntlet's storage system, and it cannot be used to hold additional equipment. While held within the gauntlets storage system, the wielder does not physically carry them, so they will not show up on weapons scans or encumber the wielder.

Blaster Pistols
Corsair carries a pair of blaster pistols within his gauntlets phasing system. These pistols have a 3 area range, hold 15 shots in their power packs, and cause Excellent(20) Force or Energy damage.

Sabre
Corsair's sabre is of Shi'ar design, is made of Amazing(50) material, and causes 15 points of damage. It is fitted with a non-conductive grip allowing it to be used to cut through electrical cables or machinery without feedback to the user (treat as Incredible Electrical resistance). This weapon is usually used for shipboard actions where blaster damage to the ship has to be avoided.

Talents:

Corsair's original **Military** training provided **Guns** and **Pilot** skills.
Since becoming a Starjammer, Corsair has picked up training on **Swords**, **Space Piloting**, and has trained to use a blaster or sword in each hand without penalty (can use two blasters, two swords, or one of each)

Contacts:

Corsair is a member of the **Starjammers**, and is currently in a relationship with **Hepzibah**, a member of his crew. He is partially responsible for putting Shi'ar empress **Lilandra** on the throne in place of her mad brother D'ken.
On Earth, Corsair can count on the help of the **X-Men**, and his sons Scott and Alex (**Cyclops** and **Havok**)

Additional Notes:

Author:

M. Thomason

Sources:
MA1 – Children of the Atom
1990 OHOTMU
X-Men: Spotlight on Starjammers

[This is a little out of date]

Role-Playing Notes:

Corsair sees himself as a futuristic version of his heroes of legend, the corsairs and privateers of the old swashbuckler days. He loves his sons dearly, but cannot give up his freebooting ways.

History:

Major Christopher Summers was flying his family in their DeHavilland aircraft when it was attacked by a Shi'ar exploratory ship. After strapping their sons Scott and Alex into the only parachute, he and his wife were abducted, transported to Throneworld, and enslaved.
Forced to watch his wife murdered by the then-Majestor D'ken, Summers led a breakout from the slave pits on Alsibar and formed the Starjammers.

Crimson Dynamo

Statistics:

F	RM(30)
A	IN(40)
S	AM (50)
E	MN(75)
R	GD(10)
I	EX(20)
P	GD(10)
Health:	195
Karma:	40
Resources:	GD(10)
Popularity:	5/25 in Russia

Background:

Real Name: Dimitri Bukharin
Occupation: KGB agent and special operative
Legal Status: USSR citizen
Identity: Public
Place of Birth: Kuybyshev, USSR
Marital Status: Single
Known Relatives: None
Base of Operations: Moscow
Past Group Affiliations: Former ally of Titanium Man, Slasher, and the Griffin; ex-Soviet Super-Soldier
Present Group Affiliation: None

Equipment:

Body Armor:
All powers are derived from devices within the Crimson Dynamo exoskeleton. Without the armor, Bukharin's stats are:

F	A	S	E	R	I	P
TY	GD	TY	EX	GD	EX	GD

The armor possesses Amazing Material Strength. Reinforced shoulder pads allow it to inflict Monstrous damage when ramming a target.

Electricity:
Incredible damage at a range of 3 areas

Infra-Vision:
Incredible rank

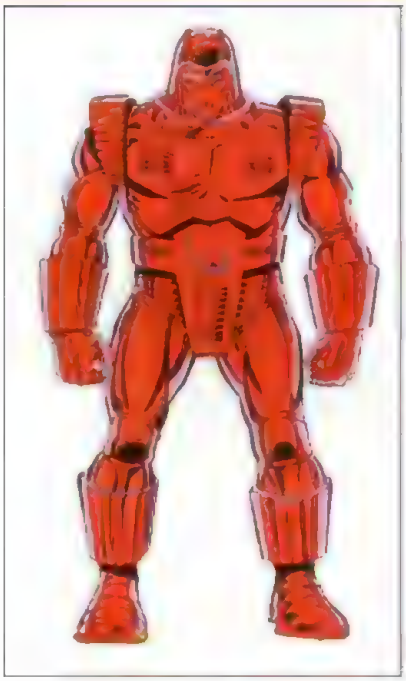
Microwave Detection:
Excellent(20) rank

Radio Emission:
Incredible ability to jam ordinary radio and radar.

Radio Transceiver:
Excellent range

Rocket:
Good airspeed. They can be used to inflict Excellent physical damage.

Self-Sustenance:
One-hour air supply.



Talents:

Bukharin is a trained **spy**. He has **military** and **gun** talents.

Contacts:

KGB

Additional Notes:

Role-Playing Notes:

Bukharin is a faithful KGB agent. He is cunning, resourceful, relentless, and ruthless. He acts under direct orders of the KGB. Because he knows that others had worn the Crimson Dynamo armor but lost it when they failed their assignments, Bukharin follows his orders faithfully and exactly. Bukharin considers himself to be a loyal party man.

History:

Dimitri Bukharin is the fifth man to don the armor of the Crimson Dynamo. The first Crimson Dynamo was Soviet inventor Anton Vanko, who designed the original electrically powered armor for the Soviet government. Assigned to go to America and assassinate Iron Man, Vanko was defeated and agreed to betray his superiors. The Soviet government then sent two agents, Natasha Romanova and Boris Turgenov, to assassinate Vanko and complete his original mission. Turgenov stole the Crimson Dynamo armor from Vanko and tried to discredit him in the eyes of his American friends. Vanko sacrificed himself to stop Turgenov, killing them both in the process.

Some time later, Alex Nevsky, Vanko's research assistant, defected from Russia under suspicion of being a traitor and found employment in America as head scientist at Cord Industries. There, he used the facilities to redesign and recreate the Crimson Dynamo armor. Devising an even more formidable suit of armor than his predecessor, Nevsky attacked Iron Man in an attempt to get revenge for what happened to Vanko and himself. Though joined by the Titanium Man, Nevsky was defeated and fled to Saigon, where he, the Titanium Man, the Slasher, and the Radioactive Man operated as politically sanctioned heroes. Eventually, the Soviets located Nevsky, assassinated him, and confiscated the Crimson Dynamo armor.

It was next given to Yuri Petrovich, son of the defector Ivan Petrovich, long-time partner of Natasha Romanova. Petrovich was assigned to capture his father and Romanova and return them to Russia. Despite the help of Darkstar, the Titanium Man, and the Griffin, Petrovich failed and returned to Russia alone. He was directed to surrender the Dynamo armor and was sent to a work camp in Siberia. The Soviet government then gave the armor to former KGB agent Dimitri Bukharin and directed him to join the newly-formed team of mutant super-agents, the Soviet Super-Soldiers, composed of Darkstar, Vanguard, and Ursa Major in order to spy on them. When the three realized that he was a spy, they expelled him from the group.

Bukharin now wears the armor of the Crimson Dynamo as a solo operative of the Soviet government. He has recently acquired a totally revamped set of armor.

Author:

Ben Dumke GHMU 1988

Cyclops

Statistics:

F	EX(20)
A	EX(20)
S	TY(6)
E	RM(30)
R	EX(20)
I	RM(30)
P	EX(20)
Health:	76
Karma:	70
Resources:	GD(10)
Popularity:	20

Background:

Real Name: Scott "Slim" Summers
Occupation: Adventurer
Legal Status: Citizen of the U.S. with no criminal record
Identity: Secret
Place of Birth: Anchorage, Alaska
Marital Status: Married
Known Relatives: Christopher (also known as Corsair, father), Katherine Anne (mother, deceased), Alexander (also known as Havok, brother), Philip (grandfather), Deborah (grandmother), Madelyne Pryor-Summers (Former wife), Nathan Summers (son), Jean Grey-Summers (current wife), Rachel Summers (daughter from alternate timeline).
Base of Operations: Mobile
Past Group Affiliations: X-Factor, X-Men
Present Group Affiliation:

Known Powers:

Optic Blasts: Cyclops' eyes constantly emit a ruby-colored beam of force, which he controls by means of an adjustable visor or ruby quartz glasses. Without this protection, Scott can cause Excellent damage at a range of 2 areas, affecting all targets in both areas. With his visor on, Scott can control the beam's focus, causing up to Amazing damage at a range of 3 areas, and can make called shots. He can fire his optic blasts at ranges longer than 3 areas (up to 10 areas maximum), but for each area over 3, the damage is reduced by one rank. Cyclops can also use his optical blast as a pressure beam, firing it at low power to push up to 500 lbs. along the ground or to stop it from falling. When he does this, he still does Typical damage per round to the object or person in his blast. Cyclops fires his optical blasts with Incredible Agility.
Use the blast to break a fall, inflicting only TY damage on the target.
Power Stunts:

- Attack multiple targets on a successful Agility FEAT. He can affect up to eight targets in a single area if there are sufficient reflectors (mirrors, glass, metal) around. Damage is reduced to IN.
- Affect two adjacent areas with a wide-angle beam. Anyone in those areas takes RM energy damage.
- Transform other energy sources (notably electricity) into optic blast energy. When attempting this, Cyclops must make a Red Psyche FEAT or take damage from the energy source he tried to transform.

Resistance to Energy: Cyclops is immune to the effects of both his own energy blasts (allowing him to close his eyes) and those of his brother Havok. Havok's blasts will, however, drive him back by sheer force at Good intensity. If Cyclops' blasts were to be reflected back upon him the same effects might apply.

Equipment:

Cyclops' eyeblasts are uncontrollable, functioning whenever his eyes are open. He wears a set of ruby lenses, which allow him to use his blasts as described above. He also wears a pair of ruby-quartz glasses when not in costume.

Talents:

Leadership, Spacecraft and Aircraft Pilot, Spatial Geometry (used in planning "bankshots" of optic energy), Martial Arts A and C, Multi-lingual (Russian, English, and Japanese).

Contacts:

Scott maintains contacts with the **Starjammers** through his father, **Corsair**, and is a longtime member of the **X-Men**

Additional Notes:

Role-Playing Notes:

Through the years Cyclops has been visited upon by many seeming tragedies. While these have not diminished his leadership, they have shaken his self-confidence in his personal affairs. When playing Cyclops you should be quick to think of ingenious team tactics.

History:

Scott Summers was the older of the two sons of Christopher Summers, an Air Force major and test pilot, and his wife Katherine Anne. When Scott was still a preadolescent boy, his father flew himself, Scott, Katherine Anne, and Scott's brother Alex in his vintage private plane back from a vacation. The plane encountered a scoutship of the extragalactic Shi'ar Empire, which set the wooden plane ablaze. Katherine Anne pushed Scott and Alex out of the burning plane with the only available parachute. Thus the two boys escaped capture by the Shi'ar, although their parents did not. (Scott and Alex believed both their parents had been killed until, as adults, they were reunited with their father, who had since become the Starjammer called Corsair.)

The two boys were hospitalized for injuries they sustained during their landing, since their overburdened parachute had been unable to slow their decent safely enough. Scott himself was comatose for a year and was diagnosed as having brain damage. The only long lasting effect of the brain damage, however, was to the portion of his brain which would have enabled him to shut off his optic blasts. Scott and Alex both suffered amnesia about the incident on the plane. Alex left the hospital in two weeks, was placed in an orphanage, and was soon adopted. He had little or no contact with Scott until years later, shortly before the emergence of his mutant powers as Havok. Scott remained comatose in the hospital for a year, and upon his release was sent to an orphanage in Omaha, Nebraska.

As a teen, Summers began to develop severe headaches and eye-strain, and was taken to an eye specialist in Washington, D.C. Through trial and error, the optometrist discovered that eyeglasses whose lenses were made of ruby quartz seemed to alleviate the boy's vision problems. The optometrist suspected that Summers was a mutant, and reported him to the FBI. Summers was in a large city when his mutant metabolism reached a critical point and he unintentionally released an uncontrolled optic force blast for the first time, thus destroying a crane and causing a large object to fall toward a crowd below. Summers destroyed the falling object with another blast, saving the crowd, but the mob of onlookers was enraged. Summers fled by hopping aboard a moving freight train.

Reports of the incident involving Summers sent Professor Charles Xavier out of his self-imposed seclusion to Washington, D.C. Xavier set out to find Summers and, as a fellow mutant, help him. Summers, meanwhile, afraid to return to the orphanage, fell into an unwilling partnership with a superhumanly powerful mutant criminal named Jack Winters, alias Jack O'Diamonds, and later, the Living Diamond. Xavier found Summers and freed him from Winters' domination. Xavier then asked Summers to become the first student in the "School for Gifted Youngsters" he was setting up to train young superhumanly powerful mutants in the uses of their powers.

These young mutants would also form a team called the X-Men who would use their powers to aid humanity. Summers accepted, and became the team's leader, adopting the code name of Cyclops.

Cyclops led the X-Men for years during various changes in its membership. He finally stepped down as deputy leader and was succeeded by Storm. Summers has since married airplane pilot Madelyne Pryor and they have had a son. Recently, Cyclops joined with the other members of the original X-Men to found a new team, X-Factor.

Tormented by the constant proximity of Jean Grey, apparently resurrected from the dead once more, Cyclops' relationship with his wife took a turn for the worse. Madelyne left with their son and all traces of her existence (birth certificate, piloting registry, etc.) were mysteriously eradicated, apparently by Mister Sinister of the Marauders.

With the apparent suicide of the Angel, X-Factor's finances went into a state of disarray, thanks to the machinations of Cameron Hodge. The members of X-Factor have recently broken away from his manipulation and publicly declared their mutant status.

Author:

Ben Dumke, Jan 1999

Sources:
GHMU 1988
Uncanny X-Men Campaign Set (1990)

[History update req.]

Daredevil

Statistics:

F	IN (40)
A	IN (40)
S	GD (10)
E	EX (20)
R	TY (6)
I	MN (75)
P	GD (10)
Health:	110
Karma:	91
Resources:	GD (10)
Popularity:	6

Background:

Real Name: Matthew Michael Murdock
Occupation: Lawyer
Legal Status: Citizen of the U.S. with no criminal record
Identity: Secret
Place of Birth: New York City
Marital Status: Single
Known Relatives: 'Batlin' Jack Murdock (Father, Deceased), Maggie (presumed Mother, Nun)
Base of Operations: Hell's Kitchen N.Y.
Past Group Affiliations: Former partner of Black Widow
Present Group Affiliation: None

Known Powers:

Enhanced Senses:

Daredevil's senses of taste, hearing, touch, and smell has been enhanced to MN rank. He can identify substances by taste, read raised printing on a page, or track by a specific odor or heartbeat on a power rank FEAT roll. Overloading these senses (excessive noise, for example) reduces his Intuition by –1cs and any FEATs against specific attacks are at –2cs. Daredevil uses his enhanced hearing in a power stunt to determine if a character is lying (he listens for an erratic heartbeat. He can also tell if a person is calm, nervous, etc. by the heartbeat, smell/taste their sweat in the air etc. You begin to see the possibilities.) These Power Stunts operate at AM rank.

Radar Sense:

In addition to his enhanced senses, Daredevil has developed an omnidirectional sense that operates as primitive radar. He can "see" three-dimensional images up to 3 areas away, regardless of light conditions. Rapid movement and chaotic conditions reduce his Power and Intuition by –2cs. Daredevil cannot be blindsided.

Limitation:

Daredevil is blind. As such he is unaffected by any light based attacks (not lasers), illusions, and hypnosis. He is however susceptible to Gas attacks such as Mysterio's illusions. Keep in mind blindness also has its drawbacks. Daredevil cannot tell colors (which explains the original Yellow and black and then the all red costumes, Not exactly stealthy) He cannot read computers screens, in addition Matthew Murdock is constantly thought of as helpless.

Equipment:

Billy Club: Daredevil has used an assorted amount of Billy Clubs, all of which connect and fold into a blind man's cane. They have ranged from wood to an aluminum alloy. His Billy club is made of Incredible Strength Material that he wields or throws for EX blunt damage. He can throw it up to one area away and have it ricochet off multiple targets or hard surfaces with a power stunt. By firing a line from the hook end of the Club/cane to an adjacent area, he can swing up to 3 areas.

Talents:

Daredevil is a master of **Acrobatics** and possesses **Martial Arts A, B, and E**. He is a **Weapon Specialist** with his Billy Club and receives a +2cs to hit with it. Matthew Murdock is one of the most acclaimed Defense Attorneys in the country, and possesses the **Law** talent.

Contacts:

Matthew is a junior partner of Sharpe, Nelson, and Murdock law firm.
Rosalind Sharpe is not on good terms with anyone. It is doubtful if Matt could get any help from her. Even if he could it would be a deal with a devil.
Franklin (Foggy) Nelson is Murdock's oldest friend and was recently "let in on the secret" about Daredevil.
Electra was once Matt's girlfriend, once an assassin in the employ of the Kingpin and once dead. None of which applies anymore
Karen Page is Matt's current girlfriend. She is aware of his secret life and actually sold it to the kingpin for a hit of Heroin when she was a prostitute. (Matt knows how to pick them)
Black Widow is aware of his secret life and an ex-girlfriend but are on good terms
Kathy Malper is the Assistant D.A. in N.Y.C. Daredevil has worked with her often giving her the edge that she needs in some cases including the Fall of the Kingpin.
Spiderman and Daredevil have shared identities and are good friends.
Daredevil is close to the one time writer at the Daily Bugle **Ben Urich**. Ben killed the story of Daredevil's secret identity and now Daredevil gives him the exclusive story whenever he gets one. Ben recently quit the Bugle when Norman Osborn gained control
Daredevil also has extensive criminal contacts such as small time hoods like **Turk Barrett** and **Mad Dog**.
Murdock has acted as a lawyer for the both the **Avengers** and **Heroes for Hire** (though H4H are currently using She-Hulk as legal representation)

Additional Notes:

Daredevil (continued)

Role-Playing Notes:

Daredevil always gives second chances. He forgave and welcomed back Karen and even forgave the Kingpin for the wrongs he did him. This does not mean he is naïve or stupid, just optimistic.

He also has some control of his senses. If he is expecting a loud noise it won't affect him as much as if he walks in front of a car and the horn goes off.

Daredevil has become lighthearted again after many years as a dark and gritty character. He constantly refers to himself as "the Devil" to intimidate people. He uses quotes like: " You shouldn't have lied. You know what happens when you lie don't you? They say the devil comes to take you to a **bad** place!" or " Remember, the Devil never forgets a face."

I have to quote two sources to give you the best insight to Matt Murdock. The first is Frank Miller,

"It's a wonder he isn't a villain. He's got every excuse. Born to poverty. A broken family. A childhood spent in a squalid slum. Hounded by schoolyard bullies. To top it all off he gets struck in the eyes by toxic waste and blinded for life. Blinded, bullied, impoverished surrounded by calamity. Role models? His mother. An enigma. Long gone by the time he could walk. His Father. A well-meaning Loser who paid for his greatest moment of courage when a bullet splattered his brains across a grimy alley wall. His Teacher. A gruff, foul-mouthed Warrior, who showed him the beauty in his dark world, then dismissed him as a wretched failure. His love life? Nothing short of disastrous. He's got all the makings of a villain. He's a natural born rascal, a mischief-maker, a scrapper. He's a liar who wears a mask to betray the solemn oath he made to his father a thousand times. He's a dangerous adept, gifted with a near superhuman talent for violence. He's a loner, A sinner, a lawyer who breaks the law. And then there's that wicked temper of his. He's got every excuse in the world. And within him are the makings.

But Matt Murdock is no villain, and no victim. There's something strong inside him, passed from unknown mother and doomed father to son. Something tested by tragedy. Tempered by conscience. Honed by discipline. Something that holds back the bloodthirsty beast within and forces it to serve the cause of justice. Most of the time anyway. Of course his quest is a tortured one, Fraught with failure and guilt and pain. It has to be that way. Nothing comes easy for Matt Murdock. But every ordeal is another step in his crooked path from naughty little street kid to improbable champion. A tortured quest. One that leaves him far from perfect. He may never join the Holy Order that his teacher hinted at. But he will do the best that he can, this hero.

He'll fight the bullies till the day he dies."

The other Quote is an example of hypersenses from Scott Lobdell (thought by Daredevil)

"All my senses are working in perfect unison. I can smell the clothing—sensing which parts of their bodies are restricted or confined at any given moment. I can taste the difference between the wood nunchuks and the metal shuriken in the air. I can feel the heat from their bodies, telling me who is standing where...while the sound of their heartbeats indicates who plans to strike first, and who is content to wait for the second wave assault. Together, all my senses are like some brash, beautiful symphony—and I am the conductor

History:

Matthew Murdock was born in the slums of Hell's kitchen. His Father was a boxer named 'Battlin Jack' Murdock. His father tried his best to raise him as his mother would have wanted, Instilling steadfast morals in young Matt. Using Phrases such as "Brains not fists", and "Hit the books not the bag" Jack made sure his son wouldn't follow his father's footsteps and make a better life for himself. Matt was constantly teased and mocked on the playground with the name "Daredevil" but honored his father's orders not to fight.

One day young Matt saw a truck about to hit a blind man. Acting on instinct alone Matt hurled himself in front of the truck, saving him. The truck swerved and the last thing Matt saw was a barrel spilling off of it. The canister was filled with radioactive goop. The radiation blinded Matt but heightened all of his other senses. Later Matt met a blind martial arts master known as Stick. He taught Matt how to use his senses and trained him to be a warrior of a mysterious Holy order.

Jack Murdock had been forced to work part time collecting past debts as a mob enforcer for a man named the Fixer (not the costumed character known as the Fixer, then Techno) for years. Later the Fixer informed Jack that he had rigged the next boxing match and that "Battlin Jack" was to go down in the fourth round. Jack was unable to throw a fight, especially one that his son was at, so he defied the fixer and won. After the fight Jack was beaten and murdered by the Fixer's men.

Matt used Stick's training to hospitalize all of the fixer's men. And the fixer himself had a heart attack. Displeased Stick dismissed Matt as a failure.

Matt went on to Columbia to study law with his roommate Franklin "Foggy" Nelson. The two became good friends, which lasts to this day. They opened their own law firm and Matt still lives in Hell's Kitchen.

When Wilson Fisk a.k.a. the Kingpin first made his bid for power it involved a child prostitution ring. One of the Kingpin's men kidnapped a young friend of Matt's. This is the first time that Matt became a masked vigilante. When asked who he was, the name that taunted him as a child came back. Daredevil.

Daredevil became the Kingpin's greatest foe and fought him for many years. Eventually Fisk found out Daredevil's secret Identity and proceeded to take apart his life. After many months of being disbarred, homeless and discouraged, Daredevil turned the tables. Daredevil took out all the kingpins operations with the help of Kathy Malper and the Feds.

The kingpin is back on the rise and Matt has gotten his life back together. Foggy and Matt have joined Foggy's birthmother Rosalind Sharpe's law firm. They have gotten many famous cases like defending Mr. Hyde. "Magic" Matt Murdock is back on top of the world and what comes next is anyone's guess.

Author:

Matthew Loree, Dec 1998

Sources: Official handbook of the gamers universe: Daredevil

Daredevil: Man Without Fear Miniseries

Daredevil monthly comic vol.1 365-380 & vol.2 1-3

Darkstar

Statistics:

F	GD(10)
A	EX(20)
S	GD(10)
E	AM(50)
R	GD(10)
I	EX(20)
P	IN(40)
Health:	90
Karma:	70
Resources:	GD(10)
Popularity:	50

Background:

Real Name: Laynia Petrovna
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:

Known Powers:

Darkforce Manipulation:

- Can form simple shapes such as spheres, pincers, columns, and rings by mental commands. Can effect up to 2 areas at a time. Am (50) material strength.
- Can fire a beam causing In (40) damage with a range of 2 areas. Can support structures as if In (40) strength.
- If Darkstar is rendered unconscious constructs will dissipate.

Teleport:
Can enter the darkforce dimension and teleport up to one mile with Rm (30) accuracy. May take up to 3 individuals with her. Cannot perform any other action during round of teleport. Anyone attacking is at +2 CS, as transit is very disorienting, even to Darkstar. It takes an entire round to open a portal to the darkforce dimension that she uses for teleport.

Flight:
Gd (10), can hover with no penalty.

Talents:

Languages (Russian, English)

Contacts:

Iceman.
Petrovna has low-level contacts with the **Russian government.**

Additional Notes:

Role-Playing Notes:

History:

Born in Minsk, daughter of Presence. Laynia Petrovna is a mutant born to a nuclear physicist and his wife who were accidentally irradiated during an experiment. When her mother died in childbirth, Petrovna's father was told that she and her twin brother died in childbirth as well. The mutant infants were taken into state custody and when their powers manifested themselves in adolescence, they were turned over to Professor Piotr Phobos who had started an academy for training mutants. Given the code-name Darkstar, Petrovna studied at the academy alongside her brother Nicolai Krylenko (code named Vanguard) and trained to be a government agent. Soon after the academy was shut down, Darkstar was sent to the United States on a mission accompanying the fourth Crimson Dynamo. The mission aborted, she joined the Champions of Los Angeles for several months until the team disbanded. Returning to her homeland, she joined her brother and two others to form the Soviet Super-Soldiers.

Author:

Andy Morrow, Dec 1998

Sources:

Death

Statistics:

F	CL 5000
A	CL 5000
S	CL 5000
E	CL 5000
R	CL 5000
I	CL 5000
P	CL 5000
Health:	20,000
Karma:	Unlimited
Resources:	Unlimited
Popularity:	0

Background:

Real Name: Death
Occupation:
Living (???) embodiment of the concept of death in the Marvel Universe.
Legal Status: N/A
Identity: The general population of earth do not believe that Death exists as a self-aware entity.
Place of Birth: Big Bang
Marital Status: N/A
Known Relatives:
Galactus, Eternity (siblings, parents, and children)
Base of Operations:
The Material Planes
Past Group Affiliations:
Occasional lover of Thanos and ally of various Elders of the Universe
Present Group Affiliation:

Known Powers:

Death can use any of the Powers listed within the Marvel Universe books as it sees fit at Class 5000 ability. It does not usually use these Powers directly, as it prefers to operate through other agents or to wait for its prey to fail and eventually die. Death may manifest itself as a humanoid being of either gender; but is normally presented as female.

Limitations:

At the center of the universe there can be found a man- shaped "hole" that is 30 feet tall where Eternity was formed. Any being in this hole is immune to Death's touch and cannot die.

Talents:

Death possesses whatever talents are necessary for the performance of its tasks.

Contacts:

In the Marvel Universe there are a number of "death gods" who seem connected to Death in some manner. They, and powerful demons such as Mephisto, receive some of their power from Death.

Additional Notes:

Role-Playing Notes:

Death is silent, grim and patient.

History:

Death can manifest itself on the physical plane at certain times to certain individuals as a sentient, quasi-tangible humanoid entity of either gender.
Like Eternity, Lord Chaos, and Master Order; Death is an abstract being embodying a concept, whose true nature and origin is unknown. Death and the being called Eternity are said to comprise the mystical essence of the universe: Eternity embodies the principle of life, and Death embodies the principle of mortality.

Death and Eternity can both manifest themselves as sentient beings, and have spoken of themselves as siblings. They have appeared in humanoid form, although presumably they could appear in any guise they chose. Eternity generally appears in the form of a male, while Death usually manifests itself in female form. This may simply be the form Death chooses to seduce males into doing its will. When Death presented itself once to the vampire lord Dracula as a rival rather than as a seducer; it took male form. While Death can take the guise of a living human, it more often appears to living beings as a hooded, robed skeleton.

The personification of Death sometimes seems to possess fathomable motives. Death seems to seek new conquests, and manipulates mortals with or without their knowledge in order to gain them. Death once attempted to destroy Dracula through human pawns because Dracula was depriving it of conquests by creating vampires who were neither truly alive nor truly dead. Death failed on that occasion, but Dracula eventually fell victim to permanent destruction. Although Death ordinarily seems content to maintain a balance in the universe between its power and Eternity's, Death will seize opportunities that arise to achieve dominance over Eternity. Death once appeared to the mad Titan Thanos in the torm of a woman with whom he tell so much in love that he was willing to destroy the universe in order to please her. Death also apparently works in partnership with Galactus, the destroyer of worlds. Death has on occasion taken the role of gamesman, having once played a tournament of champions with the Elder called the Grandmaster.

Death's ultimate goals are unknown. There may be a master plan guiding its movements or nothing more than random chance. Virtually all living creatures in the known universe must eventually surrender themselves to Death. Even the Eternals and Asgardians age, although they do so very slowly, and will someday die. The Olympian gods do not age, but can be killed by a sufficiently powerful force. The Elders of the Universe, reputed to be the oldest living beings in the universe, can also be killed by a sufficiently powerful force. Galactus, the only known entity said to predate the Big Bang itself, believes his death inevitable.

The relationship between Death and the so-called gods of the dead of the various pantheons is also very hazy. Death gods like Hela and demons like Mephisto seem to receive certain undefined powers from Death and even rule over extra-dimensional realms seemingly inhabited by the souls of deceased mortals. But whether they are Death's pawns or allies cannot be determined.

It should be noted that during the second "Secret Wars," Death was "killed" by the Beyonder and then recreated. Both Deaths have identical abilities and motives, and may in fact be the same entity in different incarnations.

Death remains one of the greatest mysteries of the universe.

Author:

Keith Kilburn, Jan 1999

Sources:

Death Adder

Statistics:

F	RM(30)
A	GD(10)
S	RM(30)
E	GD(10)
R	TY(6)
I	GD(10)
P	TY(6)
Health:	80
Karma:	22
Resources:	PR(4)
Popularity:	-5

Background:

Real Name: Roland Burroughs
Occupation:
Legal Status:
Identity:
Place of Birth:
Marital Status:
Known Relatives:
Base of Operations:
Past Group Affiliations:
Present Group Affiliation:
Serpent Society

Known Powers:

Body Armor:
Death Adder's skin was modified with synthetic tissue, giving him EX body armor.

Gills:
D.A. is equipped with artificial gills that allow him to breathe freely both above and below water.

Swimming:
Death Adder can swim 4 areas/rd.

Bionic Tail:
Adder has a synthetic four foot tail with which he inflicts Incredible(40) Edged damage.

Poisoned Claws:
Adder's gloves contain AM intensity poison. The claws could be used to inflict EX edged damage, injecting the poison. The victim must make an AM intensity Endurance feat roll or fall unconscious and lose one rank of Endurance per round until dead. An Endurance feat roll (at the reduced rank) could be made each round until the victim was dead. The antidote is in his belt.

Limitation:

Due to an accident during the implantation of his gills, Adder cannot speak.

Talents:

Death Adder gets +1CS to hit with his tail.

Contacts:

Serpent Society

Additional Notes:

Author:

Ty R. States, Dec 1998

Sources:

[History req]

Role-Playing Notes:

Adder is a silent, deadly killer. He maintained an air of mystery by never removing his mask. This, combined with his silence, made him an imposing figure. Nonetheless, the other Society members respected him and went to great lengths to find his murderer (Scourge).

History:

Egghead

Statistics:

F	PR(4)
A	TY(6)
S	PR(4)
E	TY(6)
R	EX(20)
I	TY(6)
P	TY(6)
Health:	20
Karma:	32
Resources:	RM(30)
Popularity:	-20

Background:

Real Name: Elihas Starr
Occupation: Former atomic scientist, criminal mastermind
Legal Status: Citizen of the U.S. with criminal record
Identity: Publicly known
Place of Birth: Queens, New York
Marital Status: Unrevealed
Known Relatives: Patricia "Trish" Starr (niece)
Base of Operations: Mobile
Past Group Affiliations: Emissaries of Evil, Masters of Evil III, former partner of the Mad Thinker and the Puppet Master
Present Group Affiliation: None

Known Powers:

None. Egghead relied on the technological devices that he built to enable him to overcome superpowered foes. Examples of the mechanisms that he created include: insect control devices, orbiting laser satellites, mind control devices, and robots.

Equipment:

Egghead's equipment will vary according to the circumstances he has prepared for (see Talents).

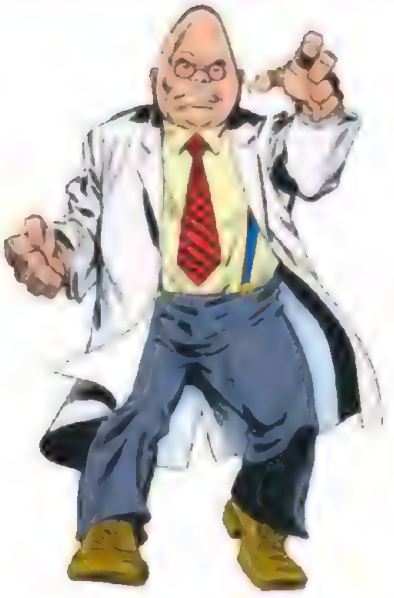
Talents:

Egghead was a scientific genius in many fields, including Nuclear Physics, Robotics, Electronics, and Biology. He also had the Engineering and Repair/Tinkering skills. Whenever he is called upon to do so, he receives a +1 CS on all FEAT rolls which involve these talents.

Contacts:

Egghead was the leader of the third Masters of Evil. He was also a partner of the Mad Thinker and the Puppet Master.

Additional Notes



Role-Playing Notes:

Egghead was a master strategist who launched one scheme after another to defeat his archnemesis, Henry Pym. He deigned physical confrontation and preferred to fight with his intellect. He had nothing but scorn for those that he perceived as less intelligent than himself.

History:

Elihas Starr was originally a scientist working at a government atomic research center who was caught smuggling blueprints for an atomic reactor out of the facility, presumably to sell on the open market.

Fired from his job at the research center, Starr was awaiting trial for treason when he was contacted by delegates from the criminal underworld. Starr had been given the nickname "Egghead" in the tabloid newspapers covering his alleged crime and the accounts of his genius in several fields intrigued certain New York area crime bosses.

Egghead was offered the opportunity to demonstrate his genius for the crime leaders' purposes in exchange for the mob using its influence to see that the charge of treason was dropped. Egghead agreed and took on the challenge of defeating the original Ant-Man, who had recently been interfering with certain mob activities. The scientist soon devised a cybernetic device similar to Ant-Man's that enabled him to communicate with ants and attempted to vie with Ant-Man for the insects' loyalty. Ant-Man outwitted Egghead, however, and he narrowly escaped capture.

Greatly shaken by his initial failure, Egghead found refuge in New York's Bowery for a time, until he was ready to try and defeat Ant-Man again. This time he elected to use Ant-Man's new partner (the Wasp) as bait for a trap. The scheme failed, as did a subsequent one to pit Ant-Man (who now went by the alias Giant-Man) against Spider-Man. Egghead was taken into custody following this failed plan, which only served to increase his obsession with the defeat of Ant-Man.

In a short-lived alliance with the Mad Thinker and the Puppet Master, Egghead used his knowledge of physics to construct an infrared laser that could send earthward a beam of highly destructive force. Mounted aboard an orbiting satellite that the three managed to obtain the ray was tested on a small abandoned Midwestern town. Following the success of this test, Egghead attempted to force the United States' government into paying him an astronomical sum in order to halt any additional attacks by the ray.

The Avengers learned of the satellite's secret location through small time racketeer Barney Barton, who was secretly the brother of Avenger Clint Barton (who called himself Goliath at that time). The Avengers managed to destroy Egghead's death ray device, but Barney Barton was killed in the process.

Egghead escaped the Avengers' attack and later hired the criminal Swordsman to invade Avengers headquarters and kidnap Henry Pym, whom Egghead thought still to be Goliath. (Pym had, in fact, devised the costumed identity of Yellowjacket for himself but a few weeks before.) The Swordsman succeeded in taking Goliath captive, but after being taken to Egghead's hideout, Clint Barton, the new Goliath, overcame both the Swordsman and Egghead, the man responsible for his brother's death.

Eventually, Egghead escaped from his incarceration and began construction of a machine to steal other people's intelligence. To test the device, Egghead took his own niece, Patricia Starr, captive. Henry Pym in the guise of Ant-Man once again, rescued the girl and sabotaged Egghead's machine. Pym assumed that Egghead was killed in the ensuring explosion, but encountered him some months later in the Bowery. Egghead had just planted a bomb in the car carrying his niece Patricia to pay her back for his previous defeat. Although she survived the bomb blast, it did cause her to lose an arm.

Again at large after a period of imprisonment, Egghead hijacked a NASA space laboratory and organized the Rhino, Solarr, and the Cobalt Man into the Emissaries of Evil. Egghead" goal was to obtain the Star of Capistan, a mystical power object he learned of while in prison. Failing to do so, Egghead was trapped and again presumed killed when Cobalt Man exploded. Egghead managed to save himself by activating the teleportation apparatus aboard the satellite. Wanting the world to think him dead, Egghead stripped and abandoned the satellite and set up a laboratory in Manhattan. Months later, when he learned his enemy Henry Pym had disgraced himself in the eyes of the Avengers, Egghead plotted to ruin him totally. Designing and constructing a bionic arm, Egghead approached Pym and managed to convince him that he wanted to make amends for what happened to his niece by giving her an artificial arm to replace the one she lost. When Pym delivered the arm to "Trish" Starr and attached it, however, Egghead falsely informed him from afar that it was booby-trapped to explode if tampered with. Believing himself forced to obey Egghead or "Trish" would die, Pym was sent by Egghead to a military base in Omaha, Nebraska to steal containers of Adamantium resin. There, Yellowjacket was forced by Egghead to battle his Avengers teammates. The Avengers overpowered Pym, but because of false memories programmed into Patricia Starr's brain, she could not corroborate what Pym told his friends to be the truth. Pym was sent to prison for his federal crime, but Egghead was still not satisfied with the extent of his revenge.

Weeks later, after organizing the Masters of Evil (the third group taking that name), Egghead sent his henchmen to the courtroom where Henry Pym was on trial to kidnap him. Taken to Egghead's latest lair, Pym was put to work on Egghead's research project to slow down the human aging process. Unknown to Egghead, Pym constructed a force field harness and weapons system, and tricked Egghead into letting him test it. By the time the Avengers arrived, Pym had single-handedly defeated the Masters of Evil. Egghead, feigning unconsciousness, drew a gun on Pym and was about to shoot him in the back when Hawkeye arrived and shot an arrow up the gun barrel. The gun misfired, killing Egghead instantly. Without intending to, Hawkeye had finally avenged his brother's death.

Author:

Andrew Goldstein, Jan 1999
Sources:
GHOTMU#2

Fin Fang Foom

Statistics:

F	AM(50)
A	RM(30)
S	UN(100)
E	SH X(150)
R	PR(4)
I	EX(20)
P	MN(75)
Health:	330
Karma:	99
Resources:	?
Popularity:	-20

Background:

Real Name:
Occupation:
Legal Status:

Identity:
Place of Birth:
Marital Status:
Known Relatives:

Base of Operations:

Past Group Affiliations:

Present Group Affiliation:

Known Powers:

Growth:
Sh Z

Claws:

True Flight:
Ty

Armor:
SH Z vs physical/ shooting/ fire/ disease and Acid
MN vs other natural energies such as electricity sonics
Amazing vs unusual energies such as Dark force

Acid Cloud:
Covers up to 3 areas at a 5 are range IN dmg or AM vs metal

Tail

Telepathy:
Limited to contact mortals, dectect lies or charm if eye contact is made - must make a Mn intensity psyche feat to avoid.

Limitations:

Vulnerable to certian poisonous herbs and potions, against with he has no resistances and health is cosidered 33 if higher than this.

Talents:

Contacts:

Additional Notes:

Role-Playing Notes:

History:

Fin Fang Foom is a Chinese Dragon, one of the most powerful creatures on Earth.

Author:

Matthew Loree, Dec 1998

Sources:

[incomplete]

Gambit

Statistics:

F	IN(40)
A	RM(30)
S	GD(10)
E	EX(20)
R	GD(10)
I	EX(20)
P	IN(40)
Health:	100
Karma:	70
Resources:	GD(10)
Popularity:	0

Background:

Real Name: Remy LeBeau
Occupation: Thief, Adventurer
Legal Status: Wanted by U.S. authorities
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: X-Men
Present Group Affiliation:

Known Powers:

Explosive Projectiles:
Gambit can take any object that he throws and imbue in it an explosive energy that detonates when the object reaches its target. Energy flows from his hands and eyes into the object before it is thrown. These projectiles cause Remarkable (30) force damage for each object thrown. Gambit's maximum range for his projectiles is two areas.

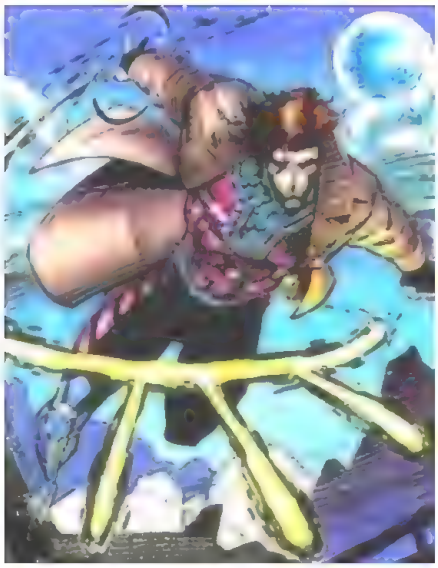
Emotion Control:
Remarkable level emotion control. He has to talk to the recipient of this power for it to work.

Talents:

Gambit is skilled with **throwing** all forms of projectiles (+1CS to Agility). He is especially skilled at throwing single playing cards (+2CS to Agility).
He also has talents in the areas of **Crime** (thievery and lock picking) and **acrobatics**.

Contacts:

Gambit is on reasonable terms with the **X-Men**.



Additional Notes:

Role-Playing Notes:

Gambit is a loner. He sees himself as a care-free, modern-day Robin Hood; once embroiled in combat, however, he becomes deadly serious.
While naturally a loner, he is currently with the X-Men because of the bonds forged between himself and Storm during their time together while Storm was trapped in the body of a child. He sees Storm and himself as partners, with the X-Men team intruding upon that partnership. He has shown some resentment against the team for taking the young Storm away from him. Recently, he has acted more in the heroic role, working with the team, especially with Jubilee.
In battle, he jokes and banters with his teammates, but when it comes to talking about himself, his powers, or his past, he is absolutely closed-mouthed.

History:

Gambit's history is largely a mystery. The first known information about him is that he was a Robin Hood-type thief, operating in the South central area of the U.S, based out of New Orleans.
Storm, bereft of her memory and in the body of a child, was also surviving in the same area of the country as a thief. One night in Cairo, Illinois, Storm was breaking into a river-side mansion when the Shadow King and his Hounds attacked her. She managed to escape by falling from the third floor into a pool.
Gambit fished the child out of the water and brought her with him back into the mansion's vault. The Hounds continued to pursue them and a fight ensued. Using his explosive projectiles and his persuasion, along with Storm's mutant powers, the two of them escaped the Shadow King's clutches. After an initial period of distrust, the Cajun thief and Storm became companions and finally friends. Gambit and Storm then began a campaign against the criminals of the area. They would steal from the looters and give the booty to people who needed it.
This campaign lasted until Nanny and the Orphan Maker finally caught up with Storm. In the following battle, Storm regained her memory and both she and Gambit escaped.
Gambit followed Storm back to the X-Men. He became an uncomfortable member of the team, frequently asking Storm when they were going to return to the old days.
Gambit recently defeated Wolverine in a one-on-one Danger Room session, which hints at some unrevealed martial training in his past.
The X-Men were abruptly teleported into deep space by Lila Cheney to rescue their old mentor, Professor Xavier, and were just as abruptly captured by Deathbird. Wolverine and Jubilee freed the team. They fought alongside the Starjamers and Lilandra against the Imperial Guard and won back the Shi'ar Empire's throne for Lilandra.
Gambit and Jubilee, both being of a suspicious nature, discovered that "Professor X" was actually a Skrull impersonating the mutant leader. Just as the mind-controlled Gladiator was about to kill the helpless Deathbird, Gambit burst out of hiding and attacked the impersonator. Gambit and Jubilee battled the fake Professor Xavier and Gladiator to a standstill, giving Lila Cheney enough time to teleport Deathbird to safty. In a last-ditch effort, the two X-Men combined their powers---Jubilee cast a wide dispersal of her fireworks, then Gambit tossed some charged rocks into the fireworks. The result was a huge explosion that brought the rest of the team rushing to the scene.
The real Professor X and captured X-Men were eventually rescued. Gambit and Jubilee both escaped harm in the explosion and now have a wise-cracking bond that was forged in the heat of battle.

Author:

Gary Hall, Jan 1999

Sources:
GHOTMU #?

[needs updating]

Gilgamesh

Statistics:

F	MN(75)
A	RM(30)
S	UN(100)
E	UN(100)
R	EX(20)
I	RM(30)
P	RM(30)
Health:	305
Karma:	80
Resources:	RM(30)
Popularity:	20

Background:

Real Name:
Occupation:
Legal Status:

Identity:
Place of Birth:
Marital Status:
Known Relatives:

Base of Operations:

Past Group Affiliations:

Present Group Affiliation:

Known Powers:

Eternal Abilities
Gilgamesh has the standard abilities of Earth's Eternals, though he has focused much of his power into strength.

Cosmic Energy Manipulation
AM (50)

Force Beams
AM (50)- from eyes

Flight
SH-X (50 areas/round)

Invulnerability:
Gilgamesh has Class 1000 resistance to cold, disease, electricity, energy, heat, radiation, toxin, aging. He is still affected by Slam, Stun and Kill results. He can only be killed if his atoms are scattered over more than six areas.

Illusion Generation
Gilgamesh has the Remarkable(30) ability to disguise his appearance through the use of illusions.

Teleportation
SH-Z 400 areas
Gilgamesh must make a Red Psyche and Endurance feat roll or be paralyzed 1-10 rounds with pain at his destination. No Karma can be spent on these rolls.

Uni-Mind:
Gilgamesh can join the Uni-Mind.

Talents:

Martial Arts A, C, E, Wrestling

Contacts:

Avengers, Eternals, Thor

Additional Notes:

Author:

Ty R. States, Dec 1998

Sources:

[background req.]

Role-Playing Notes:

History:

Gyrich, Henry Peter

Statistics:

F	TY(6)
A	TY(6)
S	TY(6)
E	TY(6)
R	GD(10)
I	GD(10)
P	GD(10)
Health:	24
Karma:	30
Resources:	EX(20)
Popularity:	10

Background:

Real Name: Henry Peter Gyrich
Occupation: Government Agent
Legal Status:
Citizen of the U.S. with no criminal record
Identity: Gyrich does not use a double identity
Place of Birth:
Pittsburgh, Pennsylvania
Marital Status: Single
Known Relatives: None
Base of Operations:
Washington, D.C.
Past Group Affiliations:
Member of the National Security Council, former government liaison with the Avengers, member of Project Wideawake
Present Group Affiliation:

Talents:

Gyrich is a skilled bureaucrat, and receives a +1CS when dealing in such matters.

Contacts:

Gyrich has vast contacts with the U.S. Government and with law enforcement agencies. He has access to AM(50) government resources.

Additional Notes:

Role-Playing Notes:

Gyrich is obsessed with the idea that super-powered individuals will bring about the downfall of normal men and women. He is cold, heartless, and aggressive.

History:

Henry Peter Gyrich was appointed by the National Security Council to investigate unofficial reports of irregularities in the operations of the Avengers. The Avengers was granted by the U.S. government certain privileges such as exemptions from air traffic regulations, access to certain classified intelligence information, and a special priority status enabling them to operate with a minimum of bureaucratic red tape. When Gyrich went to investigate the reports in person, he discovered a gaping hole in the wall to Avengers Mansion caused in a recent battle with Count Nefaria, and none of the Avengers present. Overpowering the Avenger's butler Edwin Jarvis, Gyrich bound him to a chair and deliberately set off a security alarm. When the Avengers responded, he introduced himself, lectured them about their lax security, claiming that anyone could have walked in and stolen their sophisticated technology or classified records. He explained that their priority status could only be revoked by two people, the President of the U.S. and himself. After reporting his findings to the council in Washington, Gyrich returned to New York, finding that Hawkeye had left the front door open when he entered. Although he was detained by a security device, Gyrich was still unimpressed by the Avengers' security. He told them he was revoking their priority status and all accompanying privileges, effectively denying them use of their quinjets, monitors, and data files, as well as curtailing certain extralegal activities. Despite their protests, the Avengers could not persuade him to relent. Weeks later, after the Avengers struggled to operate under restrictions, Gyrich returned to tell them hie requirements for the reinstatement of their security clearance. Among other things, he demanded that the Avengers limit their membership to seven, and that he determine who that seven would be. Despite general dissent, Captain America convinced the others that the reinstatement of their priority status was of prime consideration and worth any other inconvenience. Consequently, the Avengers allowed Gyrich to determine that the Falcon, who had never been an Avenger before, be asked to join. Gyrich also instituted a security screening and identification for all members.

Gyrich then requested a transfer in his responsibilities and was made a special consultant to Project Wideawake, a covert governmental commission to deal with the growing number of mutants in America. Project Wideawake is headed by National Security Advisor, Judge Petrie and its members include Frank Lovwell of the Central Intelligence Agency, Raven Darkholme of the Defense Department, and Dr. Valerie Cooper among other representatives of military and civilian security departments. The project noted that America no longer had a virtual monopoly on superhuman mutants and decided to investigate the feasibility of employing a special team of mutants to counter the threat of foreign mutants. (Eventually the Brotherhood of Evil Mutants was drafted to fill this position and was renamed freedom Force.) Gyrich became involved with the threat of the alien Dire Wraiths, and met with the man named Forge, special weapons maker for the U.S. government and SHIELD. Gyrich obtained from Forge the prototype of a gun based on the device carried by the Galadorian spaceknight Rom, which neutralized Wraiths' abilities. This gun could be adjusted to neutralize superhuman powers in mutants. While trying to apprehend the mutant Rogue for breaking into a SHIELD installation, Gyrich accidentally shot her fellow mutant Storm, robbing Storm of her powers. Gyrich has since continued to serve on the staff of Project Wideawake.

Author:

Gary Hall, Jan 1999

Sources:

Havok

Statistics:

F	TY(6)
A	EX(20)
S	EX(20)
E	RM(30)
R	GD(10)
I	GD(10)
P	GD(10)
Health:	76
Karma:	30
Resources:	TY(6)
Popularity:	10

Background:

Real Name: Alexander Summers
Occupation: Geophysicist
Legal Status: U.S. Citizen, deceased
Identity: Public
Place of Birth: Honolulu, Hawaii
Marital Status: Single
Known Relatives: Scott Summers (Cyclops) – Brother, Christopher Summers (Corsair) – Father. Plus too many others to list.
Base of Operations:
Past Group Affiliations: X-Men, X-Factor
Present Group Affiliation:

Known Powers:

Plasma Blasts:
Alex can absorb cosmic energy and release it as waves of energy that heat the air in their path enough to turn it into plasma. This force can be released either in all directions (up to 1 area away) causing up to Amazing damage to all within the area of effect, or as a concentrated blast at a single target up to three areas away, causing up to Monstrous damage.
All those caught in the blast must make an Endurance FEAT vs. the blast intensity or pass out for 1-10 rounds.
Havok cannot reduce the effect of his power beneath Excellent.
If he uses his power above the Amazing level, Havok takes Excellent damage and must make a yellow Endurance FEAT or be unable to use his power for 1-10 rounds thereafter.

Havok is immune to his own energy blasts, and the optic blasts of his brother Cyclops.

Energy Absorption:
Havok can absorb cosmic or plasma energy with Monstrous (75) ability. He must succeed at an Endurance FEAT to avoid discharging the built-up energy to everyone within the same area.

Talents:

Alex is trained in **Geophysics**, the science that deals with weather, winds, tides, etc. He is also experienced in **Leadership**.

Contacts:

Havok is a former member of the **X-Men**, and former leader of **X-Factor**. He is the brother of **Cyclops**. Havok's father is Christopher Summers, a.k.a. **Corsair** the leader of the **Starjammers**. Alex has had an on-again off-again relationship with Lorna Dane, a.k.a. **Polaris**.

All of the above contacts are currently inaccessible due to the fact that he is trapped in another reality.

Additional Notes:

Author:

M. Thomason, Dec 1998

Sources:
MA1 – Children of the Atom
GHOTMU #2
Mutant X #1-4

[incomplete history]

Role-Playing Notes:

Despite his awesome power, Alex has an average personality and is well-liked.

History:

Havok was a reserve member of the X-Men, and was called back into active duty after a tremendous battle with the Hellfire Club and Nimrod left them under-strength. He went on to lead the X-Factor team, but is believed to have perished in an exploding time machine.

In fact, the explosion threw Alex into another reality, much like our own, and into the place of his counterpart there.

The details of that reality are far too complex to list here, but may be the subject of a future MSH supplement.

Hepzibah

Statistics:

F	EX(20)
A	EX(20)
S	GD(10)
E	GD(10)
R	GD(10)
I	GD(10)
P	TY(6)
Health:	60
Karma:	26
Resources:	EX(20)
Popularity:	10 (-10 with "loyal" Shi'ar citizens)

Background:

Real Name:
Hepzibah
Occupation:
Intergalactic Freebooter
Legal Status:
Wanted for various crimes by the Shi'ar Empire
Identity: Public
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations:
The starship Starjammer
Past Group Affiliations:
None
Present Group Affiliation:
Starjammers

Known Powers:

Enhanced Senses:
Hepzibah has Remarkable (30) night vision.
Her enhanced sense of smell gives her the equivalent of the Tracking power at Good(10) rank.

Claws:
Hepzibah's retractable claws cause Good(10) edged damage.

Equipment:

Blaster Pistol
Hepzibah is armed with a blaster postil with a 3 area range and 15 shots in it's power pack. It causes Excellent(20) Force or Energy damage.

Sabre
Hepzibah's sabre is of Shi'ar design, is made of Amazing(50) material, and causes 15 points of damage. It is fitted with a non-conductive grip allowing it to be used to cut through electrical cables or machinery without feedback to the user (treat as Incredible Electrical resistance). This weapon is usually used for shipboard actions where blaster damage to the ship has to be avoided.

Talents:

Hepzibah is an expert in **Astronavigation***, **Starship Weaponry**, and **Starship Engineering**. Like all Starjammers, she is trained in **guns** and **swords**, and has the ability to fight with two of these weapons at a time with no penalty (either two blasters, two swords, or one of each).

Contacts:

Hepzibah is a member of the **Starjammers**, and is currently in a relationship with their leader, **Corsair**.

Additional Notes:

Author:

M. Thomason, Dec 1998

Sources:
MA1

[could use an expanded history]

Role-Playing Notes:

Hepzibah's emotional attachment to Corsair is matched by her hatred of the Shi'ar Empire.

History:

Hepzibah is a member of the Mephitisoid race. Like many of her kind, she was enslaved by the Shi'ar. She broke out of the slave pens alongside Corsair to form the Starjammers.

High Evolutionary, The

Statistics:

F	RM(30)
A	RM(30)
S	EX(20)
E	CL 3000
R	CL 1000
I	CL 1000
P	CL 1000
Health:	3080
Karma:	5000
Resources:	1000
Popularity:	0

Background:

Real Name: Herbert Edgar Wyndham
Occupation: Scientist / Geneticist
Legal Status: Existance unknown to most inhabitants of Earth.
Identity: Secret
Place of Birth: ?
Marital Status: Unknown
Known Relatives:
?
Base of Operations:
Mt. Wondagore (Transia) and several other bases around (and above) the the Earth.
Past Group Affiliations:

Present Group Affiliation:

Known Powers:

Danger Sense:
CL1000. Works for his creations as well.

Matter Manipulation:
CL1000. This is only Unearthly when dealing with living matter. This is the source of his 'Force Blasts' that are commonly seen.

Mental Invisibility:
CL1000. This can even hide a world.

Missile Creation:
UN

Spray:
UN (100)

The following powers are all at Class 1000 rank:

Artifact Creation
Astral Projection
Clairaudience
Clairvoyance
Communicate with Animals
Communicate with Cybernetics
Cosmic Awareness
Element Creation
Levitation
Lifeform Creation
Linguistics
Matter Creation
Mechanical Creation
Mental Probe
Speech Throwing
Telepathy
Total Memory

Plus every Mental Enhancement power from the Encyclopedia at Shift-X

Equipment:

Armor:
His armor will automatically spend the High Evolutionary's Karma to prevent him from being blindsided. It will also use any and all of the Evolutionary's powers to defend him, if he will not do so himself.
Body Armor vs all forms of Energy, Magic, and Psionics: Shift-Z
Body Armor vs Physical Attacks: UN
Regeneration: UN. Will return the High Evolutionary, and itself back to these ability levels, in time.
Reformation: UN. Will reform itself then the High Evolutionary, with all of his memories and these abilities intact.

Talents:

Genetics* - He gets a +2cs regarding Genetics.
Inventions* - He gets a +2cs regarding Inventing things.

Contacts:

Adam Warlock
Avengers
Fantastic Four
Godpack, formerly Godlings (Anak,

Bellam, Blitziana, Loga, Luminor, Riger, Zephra)
Her
Knights of Wondagore, formerly the New-Men and Ani-Mutants
Thor

Additional Notes:

Author:

Norseman, Dec 1998

Sources:
MU2
Dragon Magazine#122

[Background required]

Role-Playing Notes:

History:

Human Fly I

Statistics:

F	GD(10)
A	RM(30)
S	GD(10)
E	EX(20)
R	GD(10)
I	GD(10)
P	EX(20)
Health:	70
Karma:	40
Resources:	GD(10)
Popularity:	10

Background:

Real Name: Unknown
Occupation: Costumed Hero/Stunt man.
Legal Status: Citizen of the United states.
Identity: Secret
Place of Birth: Ashville, North Carolina.
Marital Status: Widower
Known Relatives: Wife and children (deceased.)
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation: None

Known Powers:

Reinforced Skeleton:
The Human Fly's skeleton is reinforced with RM(30) strength steel. This provides RM(30) protection from blunt attacks, and GD(10) vs. edged/shooting. It is not effective against energy damage.

Equipment:

Power Baton:
Incredible material
- GD (10) Blunt Damage
- Electric Touch: Excellent (20)
- May also fire a grapple and line up to 3 areas.

Talents:

Weapon Specialist: Power Baton, Escape artist, Acrobatics, Tumbling, Pilot, Driving, Martial Arts A and E.

Contacts:

Johnny Blaze (the original ghost rider)

Additional Notes:

Role-Playing Notes:

The Human Fly is a selfless and noble human being, putting the welfare of others before himself and risking his own life to benefit and improve the lives of others around him as can be told in the following statements.

"I've never been terrified or scared in my life", said the Human Fly. "And I'm not fighting to walk to the bank with millions of dollars for myself. I'd like to make millions for the kids!"

"I've got 50,000,000 kids out there depending on me I've got a lot of people to support...youngsters in hospitals struggling against cancer, polio, cerebral palsy or whatever. I've got a lot of people to support."

"And this is my way of doing it!"

History:

Who is The Human Fly?
A tentative explanation by Bill Mantlo.
The Human Fly is me. He's also you and millions of other people you've encouraged every day of your life since the day you were born. The Human Fly is a concept, an idea. The truly wondrous thing about him, though is that he's real! We said that on the cover, we said it on the title page, and folks, we meant it!

You may have read of his exploits, featured in newspapers and on TV from Montreal, Canada to Milano, Italy. You may have heard, with a sense of awe and wonderment, of a young Canadian who was hoisted to the top of DC-8 jet aircraft which proceeded to take off on a 200-MPH flight over the burning Mojave Desert...with the Human Fly still standing up top!!

You may have heard and dismissed it as impossible - but it happened pilgrims! The Human Fly is real!

It began some six years ago in a head-on car crash on a lonely road near Ashville, North Carolina. A young man driving the first car was seriously injured. His wife and children were killed instantly and he, on being rushed to a hospital, hung for days between life and death...fighting inwardly to survive

summoning all his will in a fierce desire to live. Two weeks later this man, broken in body, was taken off the critical list. It was said that he would remain a cripple for the rest of his life.

In the months and years to come, this young man underwent countless operations, financed by the father of the driver of the second car. These operations replaced a substantial amount of his skeletal frame with steel, seeking to supplant scientifically what the body itself was no longer capable of recreating. Doctors still remained sceptical of his chances of ever walking again, though he had regained some power of movement. For this young man, such an existence was a living hell. It was more than he could accept...and he determined to prove his doctors wrong - or die trying.

The determination grew. He would strain to rise, to move from his bed. So aggressive did his actions become that doctors were forced to sedate or strap him down out of fear he would harm himself. Realising that this was proving counterproductive, he calmed down, lulling his doctors into a sense of security that he had at last accepted his irreversible condition...

...while every night, under cover of darkness, the victim of an accident that would have left most others dead or paralysed for life began to secretly exercise his unresponsive body...until it became responsive, until it became his body once again...and perhaps something more than it had been before.

Four years later, the man sat up in bed, then stood, then walked...to the amazement of his doctors who had long since given him up for lost.

He was released from the hospital, carrying with him a body partially rebuilt...and the memories of walking the hospital corridors unseen at night and witnessing, first hand, the hopelessness of others like him. Veterans, missing limbs and maimed from Vietnam. Workers, torn in industrial accidents. Those born to disability and all separated from the mainstream of life. He had fought against that separation and won. They had lost, because the motivation was not there and was not being supplied by the world without.
It was then that this victim determined to supply the motivation, the hope to the disabled of the world that they could rise above their disabilities, they could triumph over infirmity, they could succeed...for, hadn't he?

He knew the world, knew that if you wanted to reach people with a message you had to do it flamboyantly, colourfully. He remembered tales of the daredevils of the Depression Era, the 1930's when flagpole-sitting or a walk up the side of a skyscraper or the exploits of a super escape-artist would excite the imagination of millions...give hope to those without hope...raise them above the crushing problems of everyday life for one brief shinning moment so that they would see, for themselves, that anything is possible if you just dare too try! He knew that he had been spared a living death for just that purpose.

The Human Fly was born!

The stunts began. He walked atop high-flying jets going at speeds man had never before dared unprotected. He spoke of fighting man-eating sharks, of death-defying races. He kept his identity secret because he wanted to be identified as 'every-man'...not as a lone glory-seeking, self-serving individual. Money raised by his stunts was all turned back into charity, into research so that cures might be found for disabled people the world over.

His stunts were spectacular, but so was the coverage in papers all over this continent and Europe. His analysis had been correct. Colour demanded attention - and got it! Drama hooked the media and, though they concerned themselves with the spectacle, the flamboyance...the message, the reason behind the Fly's exploits came through.

And people reading of him from hospital beds, or wheelchairs, or in Braille - or even normal people suffering a sense of helplessness in a world grown too big, too impersonal for them - began to sit up, to open their eyes, to take notice...to find hope.

He became the "space-age Daredevil", the living bionic man, compared to Captain America or Spider-Man in media presentations throughout the world.

"I've never been terrified or scared in my life", said the Human Fly. "And I'm not fighting to walk to the bank with millions of dollars for myself. I'd like to make millions for the kids!"

Comics, as we all know them, have been pressing that kind of glorious altruism for decades, and no one but wide-eyed kids or adults who regretted leaving childhood goals in the face of the harsher realities of life would agree with them. Until the Human Fly.

"I've got 50,000,000 kids out there depending on me I've got a lot of people to support...youngsters in hospitals struggling against cancer, polio, cerebral palsy or whatever. I've got a lot of people to support."

"And this is my way of doing it!"

And we couldn't agree with the Fly more.

Author:

Keith Kilburn: Write up
Greg Kerner : Stats
Bill Mantalo: History

Jan 1999

Human Torch I

Statistics:

F	EX(20)
A	EX(20)
S	EX(20)
E	IN(40)
R	TY(6)
I	TY(6)
P	EX(20)
Health:	100
Karma:	32
Resources:	GD(10)
Popularity:	50

Background:

Real Name: The Human Torch
Other Aliases: Jim Hammond
Occupation:
Adventurer, former NYPD officer and currently CEO of Oracle Inc.
Legal Status: Unrevealed
Identity: Public
Place of Construction:
New York City
Marital Status: Single (if applicable)
Known Relatives: n/a
Base of Operations: Mobile
Past Group Affiliations:
The Invaders, All-Winners Squad, West Coast Avengers, former partner of Toro,
Present Group Affiliation:
Leader and CEO of Hero's for Hire.

Known Powers:

Android Construction:
As an android being, the original Human Torch isn't subject to the frailties of normal living humans. For instance, he has Monstrous (75) resistance to disease and toxins, as he's not really organic at all.
Furthermore, the Torch doesn't age as per regular humans; as long as he maintains his various bodily systems, he can continue to function indefinitely.
Finally, his android body only requires about three hours of sleep each night, as opposed to six or eight.

Fire Generation:
The Torch's principal power, this ability allows him to generate an amazing amount of fire energy, which he can use to inflict Monstrous (75) Energy damage with each deadly strike. He has mastered the following power stunts with this ability:

- Flight: by projecting his flames behind himself, the Torch can achieve flight speeds of up to 140 miles per hour (which roughly translates into Excellent (20) rank), or ten areas per turn. He can carry up to 180 additional pounds before he is slowed down any.

- Nova Blast: this ultimate power allows the Torch to release the explosive power of a nuclear blast. This translates into a Shift Z (500) intensity Energy blast, affecting everything within approximately 900 feet with its deadly power. The Torch doesn't use this often, however. This is because, well, it would kill just about anybody within the blast radius. And this would be a big ol' karma nightmare, to say the least. Furthermore, this power drains the Torch's power for about twelve full hours, during which time he is easy prey for anything that DID survive the blast...

- Heat Generation: though it's not visible, the Torch generates an ungodly amount of heat energy while he's in a fiery state. This translates into an Unearthly (100) rank nimbus of infrared light around his body, which is extremely distracting to people with infravision. In other words, people with that power (who are currently using it in the Torch's vicinity) must make an Endurance FEAT roll versus this intensty or be blinded for 1d10 turns, though folks using normal vision aren't affected by this in the slightest.

Fire Manipulation:
the Torch's second main power is his ability to control active fiery energies. He can do this with Unearthly (100) ability, either concerning his own flames or the fire of others. The Torch can produce the following effects with this power:

- Flame Cages: the Torch can create cages and other barriers composed of flaming energy, which are of Amazing (50) intensity. Anyone crossing these cages or barriers will suffer like Energy damage with each attempt.

- Energy Duplicates: the Torch can produce up to ten fiery duplicates of himself at one time. Each is considered to be an Amazing (50) intensity fire 'object', and will inflict like damage upon touch, and act

with similar statistics under the Torch's control.

- Fiery Object Creation: the Torch can produce skywriting, and other 'objects' of fire that are of Amazing (50) intensity flame. Such 'objects' will last for about thirty rounds (3 minutes) before burning out, unless the Torch concentrates on maintaining them.

- Energy Control / Heat: the Torch has also demonstrated some power over raw heat energies, as well. He can lower the temperature of an object to about thirty degrees Fahrenheit, or raise it up to several hundred degrees. Alternately, he can simply absorb heat into his body, to fuel his Nova blast.

- Energy Sheath / Fire: the Torch can wrap his fire around his body, in order to provide a protective energy sheath around his body. This Monstrous (75) rank sheath defends the Torch from most mortal injury.

Invulnerability to Fire and Heat Attacks:
it has been stated that the Human Torch can only be harmed by fire of an intensity greater than his own total maximum potential: his nova blast. As such, it can be assumed that he is resistant to all fire and heat attacks of Class 1k intensity or less.

Limitation:

The Human Torch's energy sheath can be doused by more than five gallons of water applied to it, or wind attacks of Shift X (150) or greater intensity.

Talents:

Law Enforcement:
For a time, the Human Torch was a member of the N.Y.P.D., and as such, he'd be properly schooled in the ways of busting up crime, whatever form it manifests in. Consider his Reason to be +1 CS concerning Law and Order FEAT rolls.

Military / United States:
While not an actual member of the armed forces, per se, the Human Torch worked with them for four years during World War 2, and as such, it is likely that he has an intimate knowledge of the inner workings of the American military as a whole.

Pilot / Air:
Even though he himself can fly unaided by technology, the Human Torch has been spotted on numerous occasions piloting the aircraft owned by the Sub-Mariner. As such, his Reason and Agility FEAT rolls concerning the flight of aircrafts should be made at +1 CS.

Skill / Fire Generation:
though he lacks other combat training, the Human Torch is skilled in the use of his power, especially when using it in combat. He makes all FEAT rolls for his fiery powers at a +1 CS (except for damage, of course).

Trivia:
The Torch is knowledgable in various areas of 1930s and 1940s culture, as he was schooled via remote control by his creator while locked underground in a cement vault. His Reason FEATs concerning this era should be +1 CS for all applicable FEAT rolls.

Contacts:

As a member of the Invaders, the Torch was well liked and very popular during the war, and as such he would have gained the following contacts: the **Liberty Legion** and the **U.S. Government**.
Furthermore, as a famous war 'hero', the Torch could likely rely upon any active hero in the Vintage Age for aid should he need it. Since his return Torch has become a member of the **Avengers** and has settled his differences with **Namor** enough to run **Oracle Inc**. for him and has lead **Heroes for Hire** while doing it.

Additional Notes:

Role-Playing Notes:

It was a simpler time when a hero was expected to be an upstanding member of his community and where a man's honor and bravery were said to count for something. These are the ideals the torch brings to crimefighting. He is a good team player and a bit overprotective of Toro.

Human Torch I (continued)

History:

The Human Torch was created in Professor Phineas T. Horton's laboratory, Horton being one of the pioneers in the field of Artifical Intelligence and Robotics.
Horton's work had focused on one thing up until this point: an android that mimicked virtually all of the functions of a human being including Independent thought... he was successful with one small draw back: Whenever the android came into contact with air it's phototelectric solar cells burst into flame... without harming the android itself.

Not thinking of anything else (other then his attempt to recoup some of the money he had spent building the android), Horton announced a press Conference and showed the android off in a airtight tube... releasing just enough air into the tube to cause the Torch to ignite in public. Needless to say Horton hadn't considered the ramifications of his revalations. The press went nuts and condemned this "Monster" as a danger to society, and Horton was forced to seal it in a "air-tight" container and then seal the container in concrete.
This might have worked if not for the fact that Horton hadn't thought of the Concrete expanding when it hardened. Although the Torch didn't immediately escape, enough air leaked in through cracks in the concrete and through the tube that he was able to eventually make his way to freedom.

The people of New York City were not ready for a man who was made of flame, and as such, he caused a panic. Having been dubbed (inaccurately) The Human Torch, the poor android realized the harm he was causing and doused himself in a swimming pool to stop his flame. It took some time but the Torch was able to learn how to control his powers and he even adopted a secret identity as a New York Police officer, taking the name Jim Hammond.

Horton tried to regain his invention through legal matters but the courts of the time decided that to give a thinking, rational creature back to someone who wanted to profit from him smacked of Slavery, and they overturned his appeal.
The Torch adopted Thomas (Toro) Raymond soon after that, a young boy who had been orphaned and who had powers like his mentor.

The two of them eventually joined the Invaders and served that team from the moment they joined to the moment it ended in the post war years as the All-Winners Squad. It is a little know fact, but the Human Torch killed Adolf Hitler. Surprise!

In 1949, American criminals seeking to destroy the Torch obtained a chemical solution known as 'Solution X-R' and sprayed it all over the Torch and Toro. Taking the Torch they buried him out in the Nevada desert. This would have been the end of the story if not for the Federal Government.

In December of '53 an atomic bomb was detonated over the very spot where the Torch was buried. The radioactivity caused him to reactivate and freed him from his earthen tomb. He Immediately resumed his crimefighting career with Toro, and the two fought crime together until 1955, when the Torch realized that he was begining to lose control of his flame powers due to the radiation. Saying goodbye to Toro, the Torch flew into the desert and tried to overload his photoelectric cells again by going nova.

His body was discovered years later by the Mad Thinker, who reactivated him to do battle with his enemies, the Fantastic Four. He did battle with them and even defeated the younger Johnny Storm. But upon realizing that he had been duped and that the Thinker had plans to kill the Fantastic Four the Torch sacrificed himself for them. The body was left in the lab of the Thinker until it was given a burial sometime later.

It was believed for a time that Horton was forced to convert the Human Torch into the Vision, however recent events have come to light that have shown this not to be the case. Although the Vision was constructed from spare parts he was not the Torch. The Torch, as it would be revealed, lay in a coffin underground... he had not been dug up or made into a synthezoid.

Reactivated in the '90's, The Torch joined the West Coast Avengers and even got to meet Toro's widow, where he sadly found out that the boy he had raised as his own son had been killed trying to stop the Mad Thinker.

The Torch teamed up with Captain America, Namor, Namorita, Spitfire and the new Union Jack to briefly reform the Invaders to fight Master Man 1 and 2 and Warrior Woman. He ended up having to give Spitfire another transfusion of blood and this time lost his powers; she, on the other hand, regained her super-speed powers and her youth.

The Torch now heads the Heroes for Hire divison of Oracle Inc. for Namor and is the leader of that team, calling upon his vast experience as a super-hero.

Author:

Keith Kilburn and Denny Hill, Jan 1999

Sources:

Iron Fist

Statistics:

F	IN(40)
A	RM(30)
S	GD(10)
E	EX(20)
R	GD(10)
I	IN(40)
P	AM(50)
Health:	100
Karma:	100
Resources:	RM(30)
Popularity:	20

Background:

Real Name: Daniel "Danny" Rand
Occupation: Adventurer
Legal Status:
U.S. Citizen.
Honorary Tibetan citizen.
Identity: Secret
Place of Birth: New York City
Marital Status: Single
Known Relatives:
Wendell and Heather (parents, deceased), Yu-Ti (uncle)
Base of Operations:
New York City
Past Group Affiliations:
Former partner of Luke Cage.
Present Group Affiliation:
Heroes for Hire

Known Powers:

Chi:
If Iron Fist spends one round of action concentrating and makes a successful Psyche FEAT roll, his Fighting, Agility, Strength, and Endurance ranks are each increased by +1 CS for 10 rounds. Afterwards, his Health drops 25 points.

Iron Fist:
Once per day, Iron Fist can use his chi to deliver a devastating blow. Make a Psyche FEAT roll to determine the damage done by the blow; a green result does Incredible damage; a yellow result does Amazing damage, and a red result roll does Monstrous damage. If he lands an Incredible or Amazing force blow, he temporarily loses 50 Health points; if he lands a Monstrous blow, he loses 50 Health points and loses consciousness for 1-10 turns.

Talents:

Iron Fist has Martial Arts A and E

Contacts:

Power Man, Namor, Nightwing Restorations, and the **X-Men**.
Iron Fist is a friend of numerous superheroes, including **Spider-Man**.

Additional Notes:

Role-Playing Notes:

Danny Rand's original motivation was to avenge his parents' death by waging war against renegades from K'un-L'un. After this was resolved, he joined Luke Cage in a partnership, which then developed into a close friendship.
Now that Danny has been rescued from imprisonment by the H'ylthri, it remains to be seen which direction his life will take.

History:

Daniel Rand was the son of a businessman named Wendell Rand who had a mysterious obsession to find the fabled city of K'un-Lun, a paradise he believed to be located in the mountains of Tibet. When he was nine, Daniel Rand traveled to Tibet with his father, mother, and his father's business partner, Harold Meachum, in search of K'un-Lun. Toppling off a treacherous mountain passage, Daniel dragged his father and mother with him. While he and his mother landed on a ledge below, his father dangled over the sheer drop of the mountainside, calling to his partner for help. Hoping to take Rand's share of their business, Meachum instead caused him to lose his grip and plunge to his death. Though Meachum oflered to help Heather Rand and her son, they spurned him. Attempting to make it back to camp on their own, Heather and her son spied a long suspension bridge just as a pack of wild wolves attacked them. Heather tried to hold them off long enough for her son to get away to safety, and was killed in the effort. Soon thereafter, denizens of K'unL'un found the boy and took him to their city. There the young Rand was brought before the ruler of K'un-L'un, the August Personage of Jade. Seeing the boy's desire for vengeance, he apprenticed him to the martial arts master of K'un-Lun, Lei Kung the Thunderer.

Rand's training under Lei Kung was rigorous. At age 16, Rand earned the Crown of Fu-Hsi, king of the vipers, vanquished four foes in the ritualistic Challenge of the Many, and defeated Shu-hi, a mechanical being whose name means "Lightning." Rand diligently conditioned his hands by thrusting them into tubs of hot sand, then gravel, then finally rock. At age 19, Rand was given the opportunity to gain the power of the Iron Fist. Opposing the fire-breathing serpent called Shou-Lao the Undying, Rand grabbed the serpent's body and received mystic emanations from the dragon-shaped scar that marked where the serpent's heart had been ripped out years before. In the embrace, the scar imprinted itself on Rand's chest. Killing the serpent, Rand plunged his hands in- to the now unguarded brazier containing Shou-Lao's molten heart. When he was through, his fists shone with a mystical force, and he earned the title "Iron Fist."

Declining to stay in K'un-L'un eternally, Danny returned to America to seek revenge on Meachum. Meanwhile, Meachum, having learned of Rand's training at K'un-L'un while recovering from frostbite suffered while in the Himalayas, returned to America as an invalid to await Rand. Clad in the ceremonial garb of the Iron Fist, Rand finally confronted Meachum, but took pity on the invalid and spared him. Minutes later, however, a mysterious ninja murdered Meachum Danny was blamed for the murder; and undertook a mission to find the ninja and clear his name. This led him into conflict with a number of costumed adventurers, and eventually, to a career as a crime- fighter. He met Luke Cage (alias Power Man) and joined Cage's professional Hero for Hire Business. However, during a visit to K'un-Lun to heal himself of radiation poisoning, Danny was kidnapped by the ancient enemies of K'un-L'un, the H'ylthri, and replaced with a duplicate made of plant tissue, which was to act as agent for the plant creatures' invasion of Earth. Shortly afterwards, the duplicate of Rand was slain and Luke Cage was blamed for the murder.

Daniel Rand reappeared recently, or more accurately, the Super-Skrull who had assumed Rand's likeness and his identity as Iron Fist appeared. The Skrull used Rand's contacts and friends to advance a scheme involving the Savage Land. The Skrull battled Namor; the Sub-Mariner; his cousin Namorita, of the New Warriors, and Misty knight, Rand's former lover. The Skrull dropped his ruse, was defeated and fled, his scheme wrecked. Rand's friends, perhaps buoyed by Rand's bogus reappearance, set off on a search to find out what had really happened to their friend.

Rand was freed from his imprisonment by the H'ylthri some time later by Namor, the Sub-Mariner, and brought back to Earth by its Sorcerer Supreme, Dr. Strange. At present, Daniel Rand is recovering from his long ordeal. Apparently, meditation and the energy of the Iron Fist has cured Rand of the cancer he suffered from earlier in his career.

Iron Fist recently worked with Oracle Inc to recreate Heroes for Hire, A nonprofit organization that provided Superhuman assistance to those in need and along with his teammates waged a war on evil once more.

Author:

Keith Kilburn, Jan 1999

Sources:

Jack Frost

Statistics:

F	GD(10)
A	RM(30)
S	EX(20)
E	IN(40)
R	TY(6)
I	EX(20)
P	EX(20)
Health:	100
Karma:	46
Resources:	FE(2)
Popularity:	10

Background:

Real Name: Unrevealed
Occupation: Adventurer
Legal Status:
No known criminal record, Citizen of an unknown country.
Identity: Secret
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations:
NYC, Liberty Legion HQ
Past Group Affiliations:
The Invaders, Liberty Legion
Present Group Affiliation:

Known Powers:

Ice Generation:
Jack has the ability to generate intense waves of cold that, when combined with local moisture in the air, allow him to produce large amounts of ice. He can do this with Amazing (50) skill, and can form various constructs out of ice, such as walls, spheres, or cages.

His ice constructs are of Remarkable (30) m.s., and will remain in place for about an hour, unless someone specifically melts them with applied heat.Shields he produces can provide similar protection from physical attack, and can protect him or up to one cubic area worth of people.

One power stunt Jack has developed involves firing snow or ice at his foes.

The snow spray forces a target to make an Intuition FEAT against Amazing(50) intensity in order to see Jack through the cover of snow. The ice sprays can be used to inflict Incredible (40) Blunt or Edged Attack damage.

Jack has recently mastered the trick of sliding about on an ice slide, much like Iceman does, allowing him to speed about at up to Good (10) land speeds (approximately 60 m.p.h.). These slides are formed rather quickly, though, and are only of Good (10) m.s..

Cold Generation:
Jack, instead of forming ice, can also radiate a wave of cold at a target that inflicts Incredible (40) Energy damage per hit.
Furthermore, victims of this attack must pass an Endurance FEAT against the damage taken or be stunned for 1d10 turns.

Energy Sheath / Cold:
Jack Frost's body radiates an intense 'field' of cold at all times, and his skin temperature always sits at 32 degrees Fahrenheit.
This has no applicable combat effect, but makes him more comfortable when not in an arctic climate.

Body Resistance:
Jack's unearthly flesh is more dense than that of an average human being, and he has an inherent protection from attack. Jack has this Power at Excellent (20) rank, which provides him the following resistances to the various attack forms: Ex 20 / Ty 6

Resistance to Cold Attacks:
Having survived inside the frozen innards of the Ice Worm for fifty years, it is assumed that Jack has some resistance to attacks of the cold variety. Also assuming that he is at least totally resistant to his own cold powers, then Jack probably has this power at Amazing (50) rank.

Longevity:
While not immortal, Jack has been portrayed as being very long lived in the past, and often referrs to normal people as 'mortals'. As he is believed to be Asgardian in origin, it is likely that Jack has this power, though it is unknown what rank he has it at (and thus, what his eventual lifespan is).

Talents:

Jack is assumed to have several useful skills, but they are as of yet unrevealed. Feel free to give Jack whatever skills may be applicable to your campaign (as long as they make sense, of course).

Contacts:

Jack is a member of the Liberty Legion, and as a result, a member of the Invaders. He can rely on them (or anyone in the All-Winners Squad) for aid should he need to.

Additional Notes:

Role-Playing Notes:

Jack Frost comes across as a man with a large ego, having stated dislike for mere mortals on at least one occasion. However, he is a hero at heart, and has sacrificed his very freedom for innocent people recently.

History:

Very little is known about the 'man' called Jack Frost by mere men. He made his first appearance in response to a call for help from Bucky Barnes, who was assembling a team of super folk to save the Invaders from the Red Skull's mind control.

Jack offered his aid, and participated in the attack on (and subsequent liberation of) the Invaders. He continued on as a member of the Liberty Legion for a time, and was around when the two teams slowly merged into one.
After the war, Jack subsequently disappeared, only to be found in modern times by Captain America, who saved him from the belly of some arctic beast known as the Ice Worm. The two heroes had to fight the thing soon after, and Jack let the thing swallow him again in order to save several innocent people from it. It is likely that Jack will eventually be freed from the Ice Worm in time, and he may be able to defeat the monster permanently at a later date. Until then, he's simply gone from most mortal knowledge.

Author:

Keith Kilburn and Denny Hill, Jan 1999

Sources:

Jameson, J. Jonah

Statistics:

F	TY(6)
A	TY(6)
S	PR(4)
E	TY(6)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	22
Karma:	26
Resources:	EX(20)
Popularity:	10

Background:

Real Name: J. Jonah Jameson
Occupation:
Former publisher of *The Daily Bugle*, publisher and editor in chief of *Now* Magazine, former publisher of *Woman* Magazine
Legal Status:
U.S. citizen with no criminal record
Identity: Jameson does not use a dual identity.
Place of Birth: Unrevealed
Marital Status: Married (twice)
Known Relatives:
Joan (first wife, deceased), Maria (second wife), John (son)
Base of Operations:
New York City
Past Group Affiliations:
None
Present Group Affiliation:

Talents:

Jameson has the **Journalism**, **Business/Finance**, and **Detective/Espionage** talents

Contacts:

Jameson has spent his life gathering contacts in most walks of life. He is considered to have high level contacts on all terrestrial political levels, and either high or low contacts in all professional arenas, except for Crime. His scientific contacts are more limited, but he may (50%) have a low level contact in a particular branch of science.

Additional Notes:

Role-Playing Notes:

Jameson is more than a bullying editor and publisher, and more than a hero-hating crusader. He has taken a strong stand opposed to vigilantism, and has chosen Spider-Man as a prime target due to the repeated contact Jameson has had with the web-spinner. Indeed, Jameson has stepped over the line on a number of occasions in his efforts to "bring Spider-Man to justice," injuring the Bugles reputation and eventually causing his own retirement as editor of the paper. His opinions toward deputized heroes such as Captain America and the Fantastic Four is more level-headed, although his attitude toward their actions are still remarkably dim. Other than this obsession and his notoriety for crankiness at the Bugle, Jameson is a strong and honorable man.

History:

J. Jonah Jameson began his journalistic career by becoming a part time reporter for New York City's *Daily Bugle* while he was still in high school. Jameson had a long career as a reporter, including time spent as a war correspondent. Eventually Jameson purchased the *Bugle*, which was then a floundering financially, with money obtained from his personal assets and large inheritance. Jameson served as the newspapers publisher and editor in chief and revitalized the photograph-dominated tabloid format which the *Bugle* still has today. In 1968, Jameson's company, Jameson Publications, purchased the Goodman Building (now known as the *Daily Bugle* building) on 39th Street and Second Avenue in Manhattan and moved its entire editorial and publishing facilities there. Jameson's first wife Joan died at some point under unrevealed circumstances. She and her husband had only one child, John, who became an astronaut for NASA.

For decades, Jameson has used his newspaper to crusade in support for minority groups and against organized crime; his efforts against the latter almost resulted in his murder on orders from the Kingpin of Crime. However, Jameson's brush with death has not frightened him away from publishing attacks on and exposes of organized crime. Jameson has also become notorious for his editorial attacks against costumed "super heroes" in general and against Spider-Man in particular. Spider-Man first came to public attention as an entertainer who used his powers to perform on television and stage. But when Spider-Man captured a burglar, Jameson became outraged that this masked entertainer would use his dangerous powers to take the law into his own hands. Jameson began speaking out against Spider-Man in his lectures and newspaper editorials and raised enough public doubt that Spider-Man was blacklisted virtually overnight by the entertainment industry. Soon afterwards, while John Jameson was on a mission orbiting Earth, his space capsule developed a faulty guidance module which caused the craft to spin out of control. Spider-Man and J. Jonah Jameson first met when the former went to a NASA office to volunteer his help in rescuing John Jameson. Managing to save the younger Jameson, the elder Jameson then publicly accused Spider-Man of sabotaging the capsule in order to save it as a publicity stunt, and denounced his illegal break-in at the military base. As a result, Spider-Man became an outlaw.

At least once, Jameson has come to the realization that he detests Spider-Man for being the self-sacrificing hero Jameson hates himself for not being. However, this insight is apparently too painful for Jameson to bear, and he seems to ignore it. Although Jameson apparently dislikes all "super heroes," he presumably is more tolerant of those who work with the government, such as the Avengers. Since Jameson is a civil rights advocate and has never acted out of bigotry against superhuman beings, he does not share the widespread prejudice against superhuman mutants.

Despite Jameson's stand against vigilantism, he himself has commissioned various secret attempts to bring Spider-Man to "justice." For example, Jameson had Dr. Farley Stillwell transform a man into the Scorpion to fight Spider-Man, and commissioned the creation of the "Spider-Slayer" robots from Spencer Smythe to battle Spider-Man. Jameson later hired Dr. Marla Madison to build him a Spider-Slayer robot, and subsequently fell in love with her and married her. Despite the names of these robots, Jameson is no murderer, and seeks only to capture and unmask Spider-Man, not to kill him.

The Hobgoblin tried to blackmail Jameson by publicly revealing his responsibility for creating the Scorpion, who is now a criminal menace. The Hobgoblin's scheme failed, but Jameson publicly revealed his guilt anyway, and, in expiation, resigned as *Bugle* editor in chief, naming his city editor, Joseph Robertson, to succeed him. Jameson remained publisher of the *Bugle*, however, and took a very active role in its operations.

More recently, Jameson was attacked and held captive by the Chameleon who impersonated Jameson and took his place in the Bugle's business dealings. Jameson almost escaped at one point, but the Chameleon was able to foil his getaway. The Chameleon was eventually revealed, and Jameson resumed his position, a stronger man for the ordeal. His most recent publishing venture was a book by Morgana Blessing, exposing many of the secrets of Doctor Strange, the Earth dimension's Sorceror Supreme and Blessing's former lover. The book, entitled *Doctor Strange, The Man, the Myth, the Magic*, has been a runaway best-seller.

During his imprisonment and impersonation by the Chameleon, Jameson slowly lost majority interest in the *Daily Bugle*. By the time he escaped, Thomas Fireheart of Fireheart Industries had near majority stock holdings. Soon after, Fireheart bought the *Bugle*, and Jameson has left his position as publisher. He is currently starting a photo-journalism news magazine with Joe Robertson, in hopes that a publishing war will allow him to retrieve control of the *Daily Bugle*.

Author:

Gary Hall, Jan 1999

Sources:

Karma

Statistics:

F	GD(10)
A	TY(6)
S	TY(6)
E	GD(10)
R	GD(10)
I	GD(10)
P	MN(75)
Health:	32
Karma:	95
Resources:	GD(10)
Popularity:	0
Appearance:	GD(10)

Background:

Real Name: X'ian Coy-Manh
Occupation:
Secretary, Adventuress
Legal Status:
Vietnamese citizen with no criminal record
Identity: Secret
Place of Birth: Vietnam
Marital Status: Single
Known Relatives:
General Ngyen Noc-Coy (uncle), Leong & Nga (younger twin brother/sister), Tran (elder brother, deceased)
Base of Operations:
Past Group Affiliations:
New Mutants
Present Group Affiliation: None

Known Powers:

Possession:
Un (100) ability to take over the minds of humans, mutants and animals. She must be in the same area as her target when she attempts to take control. The target gets a Psyche FEAT against the power's rank to avoid succumbing. A similar FEAT is allowed every half hour to shake the effects of a successful possession. Karma may perform the following power stunts:

- Perform actions w/both her physical form and the possessed form on a successful Psyche FEAT.
- Possess multiple targets in the same area on a Red Psyche FEAT roll. The intensity of the possession is reduced -1 cs per additional target after the first.
- Sensory Link via a parital possession. She knows what her "ride" is feeling, experencing etc.

If the possessed form is reduced to less than five Health, killed or rendered unconcious, Karma is driven back into her own body and can do nothing for 5-10 rounds due to the shock.

Telepathy:
In(40)

Psiscreen:
Un(100)

Talents:

Multilingual (Vietnamese & English), Knives, Pistols; Survival, Administration, Finance, Leadership

Contacts:

X-Men, former members of the New Mutants.

Additional Notes:

Role-Playing Notes:

This Vietnamese mutant fled from her criminal uncle to enroll in the Xavier Institute. She served with the New Mutants for quite some time, until she was possessed by the spirit of the Shadow King, becoming an international crimelord in conjunction with her uncle for a time.
Karma eventually freed herself and rejoined the New Mutants during their escapades in Asgard. She has taken a leave of absence from the school to find her younger siblings.

History:

Karma has been through a lot of grief in her young life. She lived through the latter end of the Vietnam war, and helped her family escape Vietnam, only to see her parents slaughtered by Thai pirates. She was forced to kill her own brother and absorb his essence, and has had to battle her crimelord of an uncle on numerous occasions. She was the first leader of the New Mutants and Professor X's secretary until an explosion on an adventure sent her, unconscious, into the Pacific.

The tide carried her away from her comrades, and in this weakened, half drowned state she was vulnerable to telepathic invasion by Prof. X's old adversary, Ahmal Farouk. He used his Astral form, his physical one long dead, to possess her. In this form, Farouk used Karma's power, increased by his own telepathic abilities, to establish a criminal empire. Farouk's experience with telepathy, compounded by Karma's own abilities, enabled him to possess and control a large number of people with ease, dictating their every action.

During this time, through Karma's body, he indulged in his decadent pleaseures to the point that she became morbidly obese. Eventually, the New Mutants, during their escapades in Asgard, aided Karma in banishing him back to the Astral Plane, while Karma regained her normal form of a slender young Oriental woman.

She is once again a tough, controlled, experienced young woman who has survived against tremendus odds.

Author:

Lady Arakne, Jan 1999

Living Lightning

Statistics:

F	GD(10)
A	GD(10)
S	TY(6)
E	EX(20)
R	GD(10)
I	TY(6)
P	TY(6)
Health:	46
Karma:	22
Resources:	EX(20)
Popularity:	10

Background:

Real Name: Miguel Santos
Occupation: ?
Legal Status: ?
Identity: ?
Place of Birth: ?
Marital Status: ?
Known Relatives: ?
Base of Operations: ?
Past Group Affiliations:
?
Present Group Affiliation:
?

Known Powers:

Body Transformation-Self (Electricity):
Santos' physical body was changed and his body's natural state is now a human-like body of sentient plasma energy. The body allows the following abilities:

Electrical Generation:
UN (100)

Flight:
SH-X (50 areas)

Invulnerability:
While in energy form, Santos cannot be harmed by Physical attacks, or most energy attacks. He may be harmed by magic, psionic or plasma based attacks.

Equipment:

Stasis Suit
This suit was designed by Doctor Demonicus and modified by Hank Pym. Pods located on the hips of the suit emit a stasis field that allow Miguel to revert back to his physical body from his now natural energy state. By turning off the pods, he can assume the plasma energy form of Living Lightning.

Talents:

Unrevealed

Contacts:

Avengers

Additional Notes:

Role-Playing Notes:

History:

Author:

Ty R. States, Dec 1998

Sources:
Unknown

Lockheed the Dragon

Statistics:

F	GD(10)
A	RM(30)
S	FB(2)
E	GD(10)
R	EX(20)
I	EX(20)
P	EX(20)
Health:	52
Karma:	60
Resources:	None
Popularity:	0

Background:

Real Name: Unknown, and probably unpronounceable
Occupation: Eating and sleeping.
Legal Status: Inapplicable
Identity: Lockheed's existance is unknown to the general populace of Earth.
Place of Birth: Unknown
Marital Status: Unknown, presumed single.
Known Relatives: Unknown
Base of Operations: Mobile
Past Group Affiliations: X-Men, Excalibur
Present Group Affiliation: Unknown

Known Powers:

Flight:
Lockheed can fly at Typical air speed (6 areas/round), and can hover in place, and can carry a weight no larger than a small child while doing so (he once carried Franklin Richards on his back)

Fire Breath:
Lockheed can breathe fire up to 1 area away, causing Remarkable(30) damage.

Psi-Screen:
Due to his incredibly alien mind, Lockheed has a Class 1000 psi-screen, and is virtually impervious to psionic detection.

Protection from Fire and Heat:
Lockheed has Amazing(50) protection from fire and heat damage.

Talents:

Lockheed has a seemingly unearthly talent for eating.

Contacts:

Lockheed has been a friend to past and present members of the **X-Men** and **Excalibur**, especially Kitty Pryde (**Shadowcat**)

Additional Notes:

Author:

M. Thomason, Dec 1998

Sources:
Excalibur #1-125
MA1: Children of the Atom
MHR1: X-Forces Mutant Update

Role-Playing Notes:

Lockheed has proven time and time again that he has a great love of eating, and for his mistress, Kitty (though not necessarily in that order)
He is quite fierce in defense of his friends. He is curious, which tends to get him into trouble, and hungry, which gets him into even more trouble.
Lockheed understands English, but is apparently unwilling to let anyone know that he can, in fact, speak the language. The only person he has ever spoken to is Pete Wisdom, whose claims that he had heard the little dragon speak were treated with nothing but complete skepticism.

History:

Lockheed is a small alien creature, who the X-Men found on the homeworld of the alien race known as the Brood.

When the Brood captured Kitty Pryde, the little firebreathing dragon came to her defense. The planet was destroyed shortly after the X-Men returned to their ship.

Kitty assumed that her little dragon friend had died in the planet's destruction, but was overjoyed to discover him in the tunnels beneath the X-Men's headquarters upon their return to Earth (presumably he had stowed away and followed them)

Lockheed's name comes from a fairy tale Kitty once told Illyana Rasputin, in which a giant talking dragon (based upon the X-Mens Lockheed Blackbird) was called Lockheed.

Maggott

Statistics:

F	GD(10)
A	GD(10)
S	GD(10)
E	EX(20)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	50
Karma:	26
Resources:	PR(4)
Popularity:	0

Background:

Real Name: Japheth (last name unrevealed)
Occupation: Wanderer
Legal Status: Citizen of South Africa
Identity: Secret
Place of Birth:
Ottoshoop, Northwest Transvaal, South Africa
Marital Status: Single
Known Relatives:
Lot (Brother, deceased), Daniel (Brother)
Base of Operations:
Mobile
Past Group Affiliations:
X-Men
Present Group Affiliation:

Known Powers:

Mutant Digestive System:
Maggott's digestive system has mutated into a pair of giant slugs, which he calls Eany and Meany. These have identical stats:

F	A	S	E	R	I	P
GD	GD	EX	IN	PR	PR	PR

Health: 80
Karma: 12

Both slugs can chew through just about any material with Monstrous(75) ability. They can bite their opponents for up to Remarkable (30) edged damage, and move at up to 2 areas/round. Their insides have Monstrous resistance to all types of damage (including physical, energy, and toxins), allowing them to consume just about anything (including explosives).

The slugs must re-enter Maggott through his stomach area in order to pass on the nutrition they have gained. If this does not happen at least once per day, he will begin to starve to death (lose one endurance rank every day, and must make a Green Endurance FEAT or lose 10 health – neither of which cannot be regained until he has digested food again)

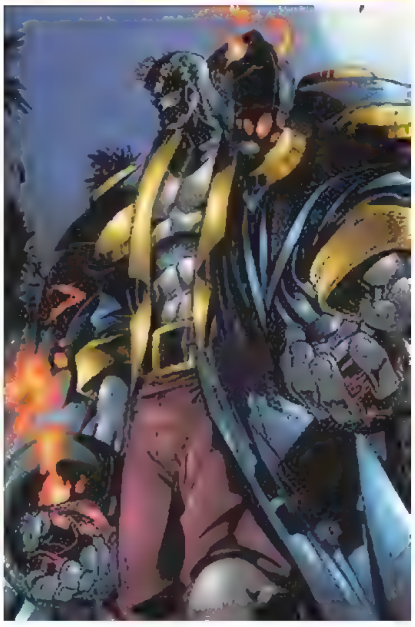
Maggott seems to be able to control his slugs through a limited form of telepathy. As this control lessens the longer they go without food, use his Endurance rank instead of Psyche if it is currently the lesser of the two. Without this control, they will eat any inanimate matter they can find. If they can find no inanimate matter to consume, they will eat *anything* they can chew on (including living beings).

Ability Boost:
When Maggott's slugs eat, he gains a boost to his Strength and Endurance, providing they are within one area. As a side-effect, his skin turns blue.

Strength and Endurance each gain 2CS, boosting Strength to Remarkable(30) and Endurance to Incredible(40). This also increases his health by the same amount as the stat increase (40 points) for the duration of the boost (Health reduces to 50 afterwards unless already below that level)

The ability boost lasts for 2 rounds for each material strength rank of the matter consumed by the slugs.

Aura Reading:
Maggott can sense the history of locations and items with Am ability. If this is related to his slugs is not yet known.



Talents:

Maggott has not yet displayed any talents.

Contacts:

Maggott left the **X-Men** on good terms, and trusted **Wolverine** enough to tell him of his origin. Presumably, he would also be on good terms with **Magneto** should they meet again.

Additional Notes:

Role-Playing Notes:

Eany and Meany are inseparable, and will not usually roam too far from their "master". Their primary goal in life is to eat, and if left to their own devices will search out anything they can to eat.

Maggott is constantly worried that Eany and Meany will go too far and try to eat something they shouldn't… or someone. He is very secretive about his origins

History:

Japheth was one of five children born to a black South African family. By the age of twelve, he could no longer keep any solid food down, but doctors were baffled by his condition, calling it as stomach cancer in the absence of a more accurate diagnosis.
His father worked every hour he could in the gold mines in order to buy the special protein gruel Japheth needed to survive. Seeing his family starving because of his condition, the boy who would grow up to become Maggott drove the family jeep out into the desert to die. Unfortunately, once he had used all of the jeeps fuel and was far enough away so as not to be found by his searching family, he noticed his little brother Daniel in the back.
One hour into the long, impossible, walk home, the two of them collapsed in the heat of the desert, to be discovered by none other than Magneto.
Magneto immediately recognised Japheth as a mutant, and set to work diagnosing his condition. Magnetically stopping his nerves from registering the pain, Magneto pulled two giant slugs from Japheth's stomach.
The next day, Japheth awoke to discover that his skin had turned blue, and that his "slugs" were eating anything edible in sight – and that when they did he felt better, stronger.

Magneto took the two boys home, where troops had arrived to squash resistance to apartheid. The troops had noticed Japheth's eldest brother, Lot, with his camera, and four of them had killed him. Their father had gone into town to look for revenge, and Japheth and Magneto followed.

Japheth begged Magneto to help his father, and help he did – magnetically forcing the iron in the soldier's blood to a central point.

Years later, hearing of a man who could manipulate magnetic fields serving with the X-Men, Maggott travelled to the states to meet him. The man he found was Joseph, whom he mistook for Magneto.

Serving with the X-Men for a short while, Maggott disappeared from the mansion shortly after a suggestion from Beast that he seek out their sister school, Xavier's School for Gifted Youngsters (aka Generation X).

Author:

M. Thomason, Dec 1998

Sources:
X-Men #69-79
Uncanny X-Men #350-360
Changes made based on Wouter Vlemmings stats.

Marrow

Statistics:

F	RM(30)
A	EX(20)
S	EX(20)
E	RM(30)
R	TY(6)
I	GD(10)
P	GD(10)
Health:	100
Karma:	26
Resources:	PR(4)
Popularity:	-10

Background:

Real Name:
Sarah [last name unrevealed]
Occupation: Adventurer
Legal Status: Unknown
Identity: Does not maintain a dual identity.
Place of Birth:
Morlock Tunnels, New York
Marital Status: Unknown
Known Relatives: Unknown
Base of Operations:
X-Mansion
Past Group Affiliations:
Morlocks, Gene Nation
Present Group Affiliation: X-Men

Known Powers:

Regeneration:
Rm (3 per round), as bones are constantly growing. She cannot control this, though, and has to rip spare protusions of bone off from time to time.

Bone Knives:
Marrow can rip bones from her body to use as knives, she also can let bones pierce through her elbows to make additional attacks. Her knives do Ex(20) edged damage and she can make one additional attack with her elbows for Rm(30) edged damage. She can form up to 6 knives which grow back at a rate of 1 per hour. She can pull bones prematurely, but this costs 10 health points per bone pulled.

Recovery:
Rm(30), Marrow has an additional heart which gives her recovery of End ranks until also this heart is destroyed.

Talents:

Weapon Specialist(knives), Leadership

Contacts:

Gene Nation, any surviving Morlocks

Additional Notes:

Author:

Stats: Wouter Vlemmings
Background: M. Thomason
Jan 1999

Sources:
MSH-SAGA X-Men Roster (history)

Role-Playing Notes:

Marrow tends to clash with the other members of the X-Men frequently, as her life experience tells her that every occasion is a battle to be faught and won.

She is also totally disrespectful of authority (when have you ever known a member of the X-Men to call Professor X "baldie" to his face?)

History:

Marrow was born and raised in the Morlock tunnels under New York. After the Morlocks were devastated by attacks by both Sinister's Marauders and operatives from Operation: Zero Tolerance, Sarah vowed revenge.

When she was pulled into an alternate dimension by Mikhail Rasputin, she returned after 20 years to find that only a few days had passed in this reality. Allying herself with the X-Men and X-Force to fight OZT, she returned with the X-Men to the mansion and has since become a member of that team. A recent clash with Wolverine left him in a state he would not have survived were it not for his healing factor.

Meggan

Statistics:

F	GD(10)
A	RM(30)
S	GD(10)
E	IN(40)
R	TY(6)
I	GD(10)
P	PR(4)
Health:	90
Karma:	20
Resources:	FE(2)
Popularity:	10

Background:

Real Name: Meggan Braddock
Occupation:
Adventuress, socialite
Legal Status:
British Citizen, no criminal record
Identity: Public
Place of Birth: England
Marital Status: Married
Known Relatives:
the Hon Dr. Brian Braddock (husband, Captain Britain), Baroness Elisabeth Braddock (sister-in-law, Psylocke)
Base of Operations:
Braddock Manor, Malden, England; Braddock's townhouse, London, England
Past Group Affiliations:
Present Group Affiliation:
Excalibur

Known Powers:

Animal Communication:
Un(100)

Empathy:
Un(100)

Flight:
Am(50)

Humanoid Metamorph:
Un(100) -
Meggan is a shapechanger, limited to humanoid forms who can gain any physical powers, senses or attributes necessary or desired. She instinctively changes to adapt to her environment, allowing her to survive even 'hostile environments' such as a methane atmosphere or underwater including the following powers from the MSHX Encyclopedia:

- All forms of Enhanced Senses, Natural Weaponry, Armor Skin, Lung/Digestive Adaptability, Self-Sustenence, Vocal Control, Watherbreate / Waterfreedom, Animal Mimicry, Growth/Shrink, Blending, Body Adaptation, Chemical Mimicry, Energy Body, Evolution, Imitation, Prehensile hair, Self-Vegetation among others.

She may increase any one of her physical stats by 4 CS or distribute it througout them in any combination thereof, maximum effect of Physical powers: Am.

Environmental Awareness:
Am(50)

Detect Life:
Am (50)

Energy/Magic/Power/Psionic Detection:
In(40)

Truesight:
Rm(30)

Weakness Detection:
Ex(20)

Elemental/Nature Control:
Un(100)*

Weather Control:
In(40)

Magnetic Control:
In(40)

Electrical Control:
In(40)

Elemental Control:
Mn (75) control over Fire/Water/Air/Earth.

Light/Shadow Control:
Ex(20)

Plant Control:
In(40)

Resist Cold:
Gd(10)

Limitations:

Meggan was originally a very self conscious person, sometimes loosing control of her shapeshifting powers because of it.
For example: when Capt. Britain gets angry at her, she'll change so that she's not very pretty, or if someone's attracted to her, she'll empathically shift herself to become what they find desirable. Anytime she's in a situation where this might occur, she's allowed A Green Psyche FEAT roll to resist the subconscious urge to 'shift. This is because she is a true empathic metamorph.
Meggan's usage of her elemental/nature control powers is instinctive she just "knows" what needs to be done and how to do it. She couldn't tell you how she does what she does, but she does it, becuase it's a part of what she is, and these powers are tied to her emotions or emotional state as well. For example: if angry, she could cause the earth to swallow an entire station, like she did in Excalibur #95-96. If feeling confident, her control of these new powers is much more sure, but if upset or agitated, her control is much less precise.

Talents:

Performer, Arial Combat, Brawling, Media Junkie (In recall),
Meggan has completed a GED, and is as familiar with computers now as the average AOL user.

Contacts:

Excalibur, Inspector Dai Thomas

Additional Notes:

Role-Playing Notes:

Meggan is a very kind, caring young woman, who is not quite as naive as she used to be. Many of her perceptions of the world still come from the television shows she watched growing up, though her immersion in multimedia extends to satellite TV and internet now. She still has self-esteem problems, defining herself by the people she is with, and her whole life in the past few years has been built totally around Captain Britain, and Excalibur; but Moira MacTaggert and Kitty Pryde have been influential helping her grow a backbone.

History:

Meggan was supposedly born in a modern day gypsy caravan somewhere in the British countryside, in the middle of winter,. She grew fur to keep warm, because she was cold. The other gypsies heard of this, and began to gossip about the "were-child", adding to the story a number of weird bodily features such as antennae and wings and claws...

These rumors caused her powers to activate again, making her what they thought her to be. Thus, she spent much of her young life in her parents camper, constantly watching television. She was later taken from them by an unknown group (probably the RCX) because of her powers. She was later rescued by Captain Britain, and taken in by him and his sister, Elizabeth. She still retained the bizarre features of her childhood, but in a battle against a group of Warpies, Meggan found that she could control her shape, face and form. She transformed herself into what she'd seen as the media stereotype of a beautiful young woman. She and Captain Britain then embarked on a series of adventures and apparently fell in love at some point.

Months later, Brian went on an alcoholic binge when he found that his sister, Elizabeth (Psylocke) had been killed in Dallas with the X-Men. A desperate Meggan went from their lighthouse retreat to Muir Island to ask Kitty Pryde for advice. Meggan arrived in time to discover the bizzare Gatecrasher and her Technet had been hired by Opal Luna Saturnyne to capture Phoenix. Opal accused Phoenix of being a menace to the Omniverse, and she knew that Phoenix was on Earth.

Kitty and the others refused to help Gatecrasher, and were captured, save Nightcrawler who escaped to warn Brian. Meanwhile, they'd found Phoenix in the streets of London. and she was also being chased by Mojo's Warwolves... Captain Britain and Nightcrawler arrive in time to join the fight, release the ladies and thru teamwork the drove off both the Warwolves and the Technet.

Afterwards, Phoenix suggested they team up and work in England and Europe, naming the group Excalibur. They worked out of Brian's light-house retreat, and later wound up on a jaunt through a number of alternate dimensions known as the Cross-time Caper.

The relationship with Captain Britain was up and down for many years, as he fluctuated between her and Courtney Ross, while she found herself drawn to Nightcrawler, eventually Brian was lost in the timestream, and Phoenix agreed to switch places with him.

He came to his senses, got on the wagon (quitting drinking) and proposed to Meggan, and after some time 'searching for himself', after loosing his powers in a battle with the Dragons of the Crimson Dawn, he returned and married Meggan on Otherworld at long last, but during his absence, Meggan learned that she didn't need Brian to be a valuable, important person. She gained greater control of her elemental control powers and discovered that she was never a mutant, but insead a creature of Otherword, a true Fey changeling. This revelation among others, bolstered her confidence a great deal.

It appears that she and Brian are off to a content life, but with superheroes, plans are always subject to change!

Author:

Lady Arakne, Jan 1999

Moon Knight

Statistics:

F	RM(30)
A	EX(20)
S	EX(20)
E	EX(20)
R	GD(10)
I	EX(20)
P	RM(30)
Health:	90
Karma:	60
Resources:	RM(30)
Popularity:	6

Background:

Real Name: Marc Spector
Other Aliases: Fist of Konshu, Steven Grant , Jake Lockley
Occupation:
Adventurer, entrepreneur, ex-mercenary, ex-cab driver
Legal Status:
U.S. citizen with criminal record
Identity: Secret
Place of Birth: Chicago, Illinois
Marital Status: Single
Known Relatives:
Randall (brother; deceased), Elias (father, deceased)
Base of Operations:
Spector Mansion, Long Island, NY
Past Group Affiliations:
Avengers
Present Group Affiliation:

Known Powers:

None. All of Moon Knight's power comes from his equipment.

Equipment:

Moon Knight Armored Battle-Suit: Moon Knight wears an armored battle-suit of Excellent(20) material strength. It contains the following abilities:

Body Armor:
Excellent Vs. Physical and Energy, Remarkable Vs.Fire/Heat

Cresent Darts (Adamantium, Silver, Explosive)
They cause GD edged (silver), EX edged (Adamantium) or RM force damage (Explosive). They can be hurled 3 areas.

Gliding Cloak:
Poor air speed.

Magnetic grapple in gauntlets: Allows immediate retrieval of truncheon or darts within one area.

Remote Control:
Remarkable mental or preprogrammed Control over his vehicles up to a range of 40 areas.

Truncheon (Adamantium):
Class 1000 material truncheon (Remarkable Blunt damage) can expand into an eight-foot pole. The truncheon's center telescopes outward for expansion and can inflict Excellent Blunt damage.

White Noise Generator:
Earpieces that provide Remarkable rank protection against sonic attacks.

Past Abilities and Equipment:

In the past Moon Knight had the following abilities and equipment:

Power Boost
While the moon is up, his Fighting, Agility, Strength, and Endurance ranks increase +1 CS. His Health increases to 130.

Ankh:
This object glows in the presence of danger, giving Moon knight Monstrous Danger Sense. Using the Ankh raises his Intuition +3 CS to Amazing. It can be thrown to do Good damage.

Bola:
This weapon can be thrown up to 3 areas to do Typical damage or inflict a Good Grappling attack.

Ivory Boomerang:
Like the bola, this weapon has a range of 3 areas. It does Excellent damage and normally returns to thrower.

Lasso-Grapple:
This can be used at a maximum range of 1 area to cause Good damage or make an Excellent grappling attack versus a single target. Moon Knight can also use it as a grapple, enabling him to climb walls at a rate of 2 stories per turn.

Scarab Darts:
With a range of 3 areas, these weapons can cause Good Edged Throwing damage. As a "called shot," they can be used to pin a target to a wall.

Throwing Irons:
These can be used at a range of up to 5 areas to inflict Good Blunt Throwing damage.

Talents:

Moon Knight has acquired the following skills:
Financial specialist, Art, Business/Finance, Driver, Handguns, Military, Weapons Specialist (Crescent darts).

Contacts:

When he needs help, Moon Knight can call on the following people:

Marlene Alraud, Jean-Paul "Frenchie" Du Champ , Bertram Crawly, and Rick and Ray Johnson.

Additional Notes:

Role-Playing Notes:

Marc Spector was compelled to act as a hero due to guilt and disgust over his past life. During his period as Grant and Lockley, he was a true multiple personality, with serious mental problems. He truly believed Khonshu was responsible for his ressurection, and talked to the moon-god regularly. As the years went by, he became more and more sane, eventually curing himself of his multiple personalities. Spector was very loyal to his friends, and those he cared about. He never stopped loving Marlene, despite the ups and downs of their long relationship. As Moon Knight, Spector was a loner, preferring to work with his select group of confidantes, rather than large groups of heroes like the Avengers.

Despite his financial success, Spector cared very little for wealth. More important to him were his activities as Moon Knight, which he always saw as a way of atonement for past sins.

Moon Knight (continued)

History:

Marc Spector was the son of rabbi Elias Spector, a noted European Hebrew scholar. As Marc grew older, he rejected his father's way of life, becoming a heavyweight boxer. Afterwards, Spector joined the U.S. Marines and was trained as a commando. He then became a liason to the CIA, resigning after a few years to become a mercenary soldier, fighting in three African wars and five South American revolutions. It was in Africa that Marc met Jean-Paul DuChamp, whom he nicknamed "Frenchie". DuChamp become Spector's most trusted confidante and constant companion. At the peak of his mercenary career, Spector was second in command to Roald Bushman, a terrorist for hire who had his face tatooed to resemble a death mask. While fighting rebel forces in the Sudan south of the Egyptian border, Spector learned that Bushman planned to loot a nearby archaeological dig. Already believing he was working on the wrong side, Spector decided to leave Bushman that night. However, when American archaeologist Dr. Peter Alraune attempted to stab Bushman in the back to preserve the site's treasures, Spector instinctively stopped him. Bushman then savagely murdered Dr. Alraune in front of Spector.
Warning the archaeologist's daughter, Marlene, to get to safety, Spector confronted Bushman in personal combat. He was defeated, and Bushman left him out in the desert to die.

Spector staggered determinedly back to the dig, but collapsed a short distance from it. He was carried to a shelter by adherents of the ancient Egyptian religion, but it was too late to save his life. Spector lay dead before Marlene Alraune for nearly a minute, at the foot of an ancient statue of Khonshu, Egyptian god of the moon. Then, Spector's heart inexplicably began beating again. Delirious, he attributed his revival to Khonshu, and declared himself the moon's knight of vengeance. Draping himself in a white cloth that had preserved the statue from the desert sands, Spector singlehandedly destroyed Bushman's organization in that part of the world. He then took Frenchie, Marlene, and the statue of Khonshu back with him to America.

After months of deliberation, Spector decided to adopt the costumed identity of Moon Knight in order to use his acquired wealth and resources to wage war against criminals and terrorists. Frenchie became his pilot, cofidante and special agent. Marlene became his confidante and paramour.

Learning of a Los Angeles based group of corrupt businessmen calling themselves the Committee, Spector sent Frenchie to infiltrate the group, posing as a French businessman. When the Committee became interested in using Jack Russell, a local werewolf, as an agent of terror, Frenchie recommended Spector for the job of capturing the beast. Frenchie provided the Committee with Spector's Moon Knight costume, pretending to have created the identity for the job. Spector, as Moon Knight, found and brought Russell to the Committee, but then set him free and brought a temporary halt to the Committee's operations.

Shortly after, having parlayed the money he had earned as a mercenary into a fortune by shrewd investments in the stock market, Spector adopted the identity of millionaire Steven Grant. He bought a mansion on Long Island for use as a base of operations in his war against crime. Seeking to travel incognito along the ordinary walks of life, he also created the identity of cab driver Jake Lockley.
As Lockley, he assembled a network of street informants and aides. Moon Knight led a successful career as a crimefighter in the New York area. However, the strain of maintaining his four seperate identities began to take its toll. Spector began believing Grant to be his true self, which was encouraged by Marlene, who hated Spector and loved the man he had become. It took a series of nervous breakdowns for Spector to realize what he was doing to himself. He finally retired all of his identities, including Moon Knight, and set to concentrating on his true identity of Marc Spector. He legally transferred Grant's fortune to Marc Spector, and became a world-travelling dealer of fine art.

A series of events led to his re-adopting the Moon Knight identity, along with a new set of Egyptian weapons (which were later revealed to have been designed by the Avenger known as Hawkeye, during a time-travelling adventure). Marlene left him after this reversion, and Spector resumed his Moon Knight activities full-time. Seeking to have a greater impact as a crimefighter, Moon Knight briefly joined the West Coast Avengers, but became a solo agent again soon after.

He returned to New York, eventually using his wealth to establish SpectorCorp. During this period, he adopted a suit of armor and many new weapons. His longtime friend, Jean-Paul DuChamp was revealed to be a descendant of an ancient order called the Knights Templar, developed super-powers and took the name Bloodline. A rouge Templar called Seth the Immortal attempted to steal Marc Spector's resources, and launched an extensive campaign against the Knights Templar and Moon
Knight. Marc Spector was revealed to be a descendent of Seth, and fought a final battle against the immortal villain. In the end, Moon Knight sacrificed himself to save Frenchie and the Knights, dying in Marlene's arms.

In the end this "Death" seemed to be machination of "Morpheus" a long time foe of Marc Spector...A foe who was alined himself with Set. Seemingly resurected by Khonshu Marc Spector went forth once more as Moon Knight to battle Morpheus and has returned as if he had never been missing.

Author:

Keith Kilburn, Jan 1999

Sources: